THE BEST SOURCE OF C64 INFORMATION, ANYWHERE!

New! Four SEUCK games – p17

COMMODORE FORMAT

If you've got a C64 then get this

ISSUE 55 ● £2.95 ● APRIL 1995

DON'T PANIC!

If your C64 is sick, fix it. We tell you how...

PLUS!
- MD hard drives
- GeoPublish – DTP program
- Smart mart – your small ads

ALSO!
- Gamesbusters
- Techy tips
- ROM routines

When you buy this magazine you shouldn't be able to read this. If you can, then someone's swiped the covertape. Ask your newsagent for a replacement.

WIN! A copy of JiffyDOS and get it installed FREE!

Tape to disk SMART! Turn to p.5

WIN! 10 copies of the Shoot 'em Up Destruction Kit

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COMMODORE FORMAT

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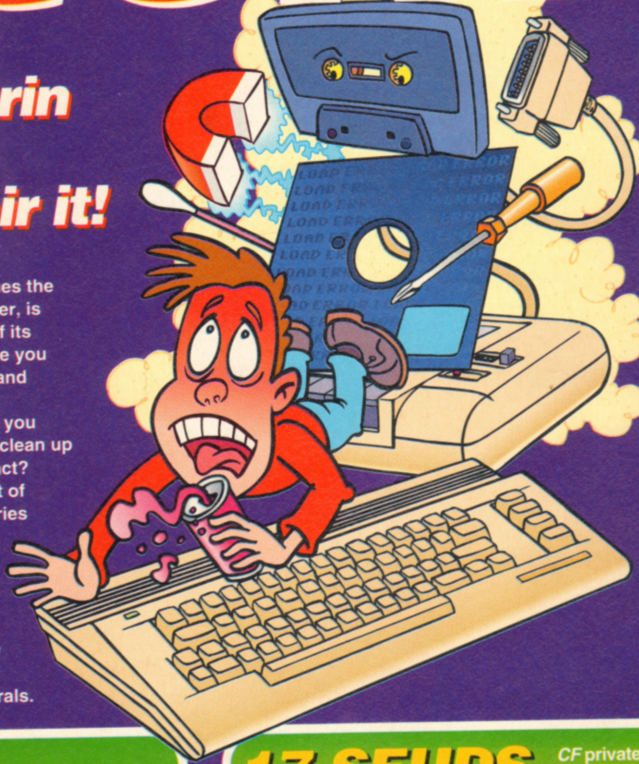

12 Grin and repair it!

If a tape reaches the end of its tether, is that the end of its life? If we gave you a cotton bud and some alcohol would it drive you to drink or to clean up your CF64's act?

In the first of a two-part series on first aid for your computer Jason Finch tells you how to care for your peripherals.

10 Making it up!

Fanzines, flyers, magazines, manuscripts, newspapers... They're all best done using desktop publishing. Using the *GEOPublish* software Russ Michaels turns media baron to show you how.

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CF private eye Andy Roberts exposes the newest games from Psytronic Software. Do they SEUCK or do they astound?

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or, *Well 'arder.* Russ Michaels continues his '*Probably more than you ever wanted to know about hard drives*', sorry, *Well 'ard*, series. Russ is on the case and on your side with a review of the CMD hard drive.

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Sceptre of Baghdad

At last! It's the full, unedited version of Jon Wells' massive Eastern-flavoured platformy adventure. Guide the shrunken Sultan on his mystical quest...

Squarescape

The world premier of a superb new puzzle game that'll be an instant classic. You'll see.

Stars and Rings

A rarity among puzzle games – one that is actually based on an original concept! It's also an infuriatingly addictive joystick waggler.

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Forget Pritt Sticks and photocopying: get a desktop publishing package. Russ Michaels has one he experimented with earlier – *GeoPublish*.

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Everyone needs a hard disc. But which? Russ Michaels proves himself a hard (disc) man.

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Andy Roberts has seen this, played that and awarded something! This month Mayhem sent him their *Digi Art Collections 2, 3, 4,* and *5.*

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TURN TO PAGE 5 FOR THE FULL COVERTAPE BRIEFING... ➤

News

Comms and get it!

Commodore Format needs you. Well, of course we do. Without readers, there wouldn't be a magazine. But we're actually after a specific you.

The you we need must be a comms novice – the sort of person who wouldn't know a modem from a answer phone but who has decided now is the time to learn – or someone who has just stepped off the kerb into the Information Superhighway.

If you have a yearning to get wired and surf the net (or paddle in it a bit at least) and you can write – let us know! We'd be interested in running a series of articles on how you use your C64 to connect to the Infobahn, what you do when you are there, and what fun and frustrations you have had along the way!

Key(board) facts

Only one in five people thinks he/she is a competent computer user while more than one in three people rarely, if ever, use a computer according to a recent Gallup survey. It seems 31% of 16 to 24-year-olds think their computer skills are up to scratch compared with 12% of 45 to 64-year-olds while 39% of 25 to 34-year-olds use a computer at work compared to 21% of 45 to 64-year-olds.

Going up

Go on – be honest. You're not going to miss 4p are you? It's a small price for a man, but a great leap in income for us which will ensure the life of CF for a while yet. Yep, from next month CF costs £2.99. Sorry about that, but you wouldn't believe the price of paper at the moment (all from managed trees, of course). And it's only 4p. You'll hardly notice the difference.

FUTURE MUSIC'S
MEMS '95
THE MIDI, ELECTRONIC MUSIC & RECORDING SHOW
21st-23rd April 1995
Olympia 2, London

They're playing it again. You could accompany them, free.

Musical show-off

If you're fed up with your computer making noises like it's blowing through a comb and paper, visit the MEMs show at Olympia between Friday, 21 April and Sunday, 23 April.

Run by CF's sister mag, *Future Music*, MEMS '95 is the hippest'n'happenin'est event in the world of music and sound technology.

As well as more than 60 exhibitors from all over the world there will be loads of forums and discussions on all aspects of electronic music.

Tickets cost £5 each in advance or £8 on the door, however, we have five tickets to give away. Tell us which tube line Olympia is on, get your entry in before Friday, April 7 and you could go free!

For more information call the ticket hot line ☎ 01369 707888.

Super-mop your VDU

The people who brought you the Super-mop now produce the Microclean Cloth, a hi-tech bit of fabric designed especially to clean your VDU.

"It's all down to the fibres," explains a Vileda spokesman. (Well, you didn't really think it was down to telekinesis or sub space warp fields, did you?).

It's made from Belima X (sounds like a disease) a combination of water-attracting and oil-attracting polyamide fibres that remove muck at a 'microscopic level'. Fine, but the microscopic muck is invisible to the human eye, surely?

Vileda
Microclean

Material gains: the new Microclean Cloth from Velida could refresh your outlook on the world.

Anyway, you can use it on your glasses as well and it's available from all good cleaning specialists (look 'em up in the *Yellow Pages*).

Electric Boys split!

You might have noticed that the covertapes have reverted to the old loading system. (*You hadn't? Maybe you do need one of those Microclean Cloths – Ed*) That's because the Electric Boys are no longer doing the tape mastering. Don't panic, just yet though – we haven't fallen out and Russ Michaels still has loads of exciting plans. But owing to an internal split at the company – Ewan Gillies has left the Electric Boys – we're back to our old system.

Meanwhile, we hear rumours that Russ is setting up a high-quality C64 that, quite possibly, will come with cover-mounted software – NON-PD software, at that. It could be massive.

Around the world in Sixty Four ways

Issue three of the fanzine *Sixty Four* will be the first in the series to feature a cover disc.

Editors Matthew Withers and Ben Raisbeck are planning to distribute the 'zine as far afield as Australia. Issues one and two are still available for £1. The price for issue three has yet to be fixed.

If you have software you want the 'zine to review, or to order copies of the 'zine or for more information send an SAE to:

Commodore Magic, 5 Crane Avenue, Yaxley, Peterborough, Cambs PE7 3JH.

Downunder and out

Commodore Down Under is, as you've probably guessed, a new Australian fanzine. It covers all aspects of computing with your Commodore and comes with a covertape.

If you're interested in seeing what our antipodean cousins are up to C64-wise, try writing to them.

Commodore Down Under, 34 Rothbury Street, North Rothbury, 2335, New South Wales, Australia.

Safe for all ages

You know how all the fuss about violent video games lead to a voluntary ratings system? Well, it turns out that only one per cent of games have been rated for 18s and over while a massive 80 per cent have been judged safe for all ages, according to a ELSPA, the European Leisure Software Publishers' Association Ltd in conjunction with the Video Standards Council So you probably haven't been corrupted.

Protect yourself

Are you involved with an organisation which holds or processes personal data on computer? If so, then you probably need to register with the Data Protection Registrar. A new series of the Data Protection Guidelines, which explains the implications of the 1984 Data Protection Act, is now out.

Information Services Department, Office of the Data Protection Registrar, Wycliffe House, Cheshire SK9 5AF ☎ 01625 535777.

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NOTE: Please do not ring the office for advice. We can only answer your questions through the pages of the magazine. Please send written enquiries to one of the addresses above.

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Printed in the UK by William Gibbons and Sons Ltd,
Willenhall, West Midlands WV13 3XT.

THE MIGHTY BRAIN

Could CF learn a thing or two from fanzines? Is GEOS the best thing since thick-sliced Mighty White? Where have all the Australian Commodore Clubs gone? The Brain tackles these posers and more as he sifts through this month's mailbag...

Return to Oz?

I have a problem. A big problem. I cannot find any mail order companies, fanzines or clubs for the good old C64 in Australia. Can you possibly help me? I'm getting desperate.

Friends and Contax closed down last year before I could get in touch.

Any help at all would be greatly appreciated but I'm sure it's within your great power.
Leigh Gardner, Australia

My powers are indeed great. Awesome some say. But the neural superhighway connection I had with Australia has been a bit dodgy recently. So it looks like we're going to have to rely on the more mundane methods of communication – like post. If any Australian readers know of any active user groups, please write to the address in Write right now!.

A taste of GEOS

I have owned my C64 for just over two years and I would just like to say that GEOS is the best thing that could have happened to the C64. Could you put a usable demo of GEOS on the covertape so that I can try it out?

Here are my top ten game and utilities:

1. **GEOS**
2. ***Mayhem In Monsterland***
3. ***Dropzone***
4. ***FROST***
5. ***Days of Thunder***
6. ***Lemmings***
7. ***Street Fighter 2***
8. ***Creatures 2***
9. ***Bubble Bobble***
10. ***Creatures.***

I also own a SNES and a Gameboy – why do you always criticise Nintendo?
Andrew Nixon, Swindon

We're looking into the possibility of some sort of GEOS-related program on the covertape at the moment, though quite what form it would take isn't clear. Stay tuned, as they say.

Back to basics

I have been reading your magazine since issue 49 (*who says we don't get any new readers these days? – TMB*) and think that it's great. Recently I have been interested in writing a C64 game and think that a month-by-month programming guide as suggested by D Gray in *CF*50 would be brilliant for people like me who can't understand Mean Machine Code or Techie Tips.

And how about more classic games on the covertape? *Dropzone* on *CF*50 was brilliant.
J McLean, Australia

So we provide the routines month by month and you bolt them together into a game? Hmm, it could work. I'll have a word with that so-called editor. You never know, you might be in luck.

Packed packs

I have just received issue 52 of *Commodore Format* and the Exclusive PD Extravaganza was excellent. Mega Force was great, too.

My best Powerpack games are as follows:

1. ***Mean Machine* demos (*CF*47)**
2. ***City Bomber* (*CF*48)**
3. ***Penguin Towers* (*CF*49)**
4. ***Colour Mixing* (*CF*49)**
5. ***Heavenbound* (*CF*50)**
6. ***Dropzone* (*CF*50)**
7. ***Chaos* (*CF*50)**
8. ***Deadline* (*CF*51)**
9. ***Mega Force* (*CF*52)**
10. **Exclusive PD Extravaganza (*CF*52).**

Did you know that the music from *Chaos* was swiped from an old Speccy game called *Mega Apocalypse*?
Richard Spooner, Hull

You haven't been reading *CF* for long, have you?

All you need

If you don't need a large amount of memory why change from a C64 to another computer?

I have a C64, modem, several datassettes, disc drives, printers, a plotter and loads of software, all fine for me.

Indeed, my fiancé, my brother and my fiancé's sister all have C64s and are also very happy with them. When one of my future sister-in-law's children compared *Super Mario Brothers* with *Great Gianna Sister* they said that *GGS* was better.
NBT (I think- TMB), London

Was it a mutual love of C64s that brought you together, then?

Power to the fanzines

What a load of rubbish. I mean issue 52. It's supposed to be a magazine? You must be joking.

Both *ZZAP* and *Commodore Force* were streets ahead of *CF*. Okay, I know they are no longer with us (*which says something in itself, surely? – TMB*) but you've got to be seen to be trying. The C64 needs all the support it can get. You're just not trying hard enough.

Have you seen any of the fanzines lately? Okay, they may be printed on low-quality paper, but they've got the right idea.

Try taking a look at *Commodore Cracker* and you'll see what I mean. Plenty of reader input and, it has to be said, the cassettes are very well done.
Richard Bowen, Nottingham

The fact that we're still around while those other mags are long gone does rather suggest that we're getting something right. But, yes, we agree there's room for improvement. That's we ran the survey in *CF*54 to find out exactly what our readers want from the magazine. I take it you've already sent in your survey reply, Richard?

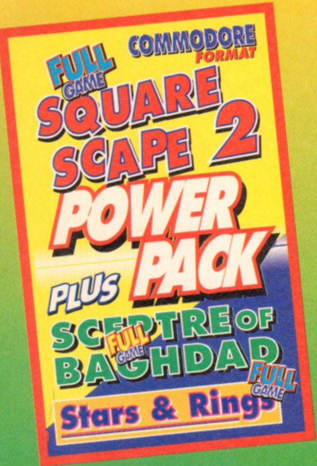
Quality control

I'm not convinced. I reckon a lot of these games from so-called 'independent' software companies would have been released as PD – for free – just a few years back. If I'm paying for a game I expect some decent packaging at least.
Tim Lynott, Egham

It's supply and demand, really. C64 users are demanding new games, and so those supplying them are charging for their services. And who can blame them? And most of these new indie companies, including The Electric Boys, do provide proper packaging. Sure, it's not as glossy as the stuff that the major softies were producing a few years back, but what counts more – the packaging or the game?

Write right now!

If you're bursting with opinions on *CF* or the C64 scene, relieve the pressure by putting your pen (ugh!) or keyboard (hurrah!) into use. Sending your rants, raves and snippets of wisdom to: The Mighty Brain, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. Or e-mail us at cf@futurenet.co.uk putting 'TMB' in the subject line.



FULL GAME
COMMODORE FORMAT
SQUARE SCAPE 2
POWER PACK
PLUS
SCEPTRE OF BAGHDAD
FULL GAME
Stars & Rings
FULL GAME

POWER PACK

Discover what's on the covertape and how to play it.

WORLD PREMIERE! Square Scape 2

Cue the trumpet fanfare as *Commodore Format* is proud to present the world premiere of a rarity – a sequel that is better then the original. And in this case it's not just better it's a hell of a lot better.

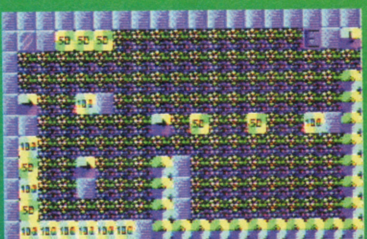
Like the original game, *Square Scape 2* is a puzzler in which you have to guide a block from the top-right of the screen to the Exit (E), collecting all the tokens on the way. The problem is that your block won't stop moving until it hits a wall, and you've only got a limited number of moves and not much time to think about things (no pause option here, matey).

This time round, though, there are a few differences. Actually, make that improvements. Apart from the graphics being a lot more polished, there are also bonus tokens which may help or hinder your task – it's up to you to work them out. They certainly make the game a lot more challenging, The first few levels might be easy, but you're brain'll be blowing fuses soon.

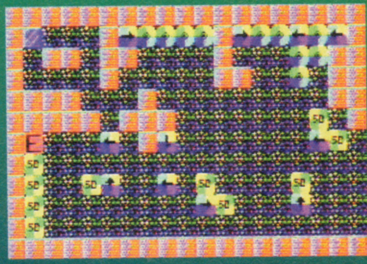
The controls are fairly straightforward – point your joystick in the direction you want to go and press Fire! to launch your block.

There's also an in-built cheat which gives you infinite just about everything – but it's up to you to find out what it is.

Thanks to Paul Kubiszyn for writing this exclusive game for *CF*. He's a star, and we'll be hearing more from him in the near future, we reckon.



The bonus token – such as the arrows – may be either a help or a hindrance.



NO LOAD ZONE

If you are having trouble loading this month's Powerpack plonk the duff tape in a Jiffy Bag, slip in a tape-sized SAE and send it all to: *CF55* Tape Replacement Service, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shrops TF7 4QR.

Stars and Rings

This was one of the Top 20 recommended PD games back in *CF*50, and an odd little blighter it is, too! Deceptively simple, it is also infuriatingly addictive.

You control a star which moves in a circle as long as you hold down the Fire! button.

If you release the Fire! button the star flies off in the direction it was moving when you released it.

The aim of the game is to use the star to collect the rings which appear in the playing area.

Sound simple? Look basic? It aint!

Sceptre of Baghdad

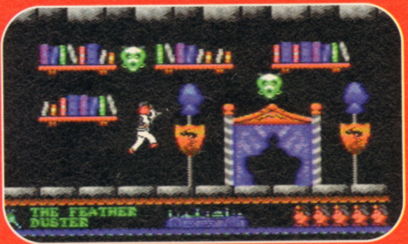
For your delight and delectation *CF* is proud to present the complete, uncensored and unabridged version of the classic *Sceptre of Baghdad*.

It's the first day of the new year and the people of Baghdad are gathering at the palace to watch the Caliph hold high the Sceptre, as tradition dictates. But an evil wizard, who wants to swipe the Caliph's ruling power, has shrunk the Caliph to stop him carrying out his duties. If the Caliph does not show the citizens the Sceptre by noon he will be divested of power.

You take control of the tiny Caliph in this platform collect-'em-up. The aim is to find the Sceptre, then go to the palace balcony and hold it aloft, but there are lots of puzzles along the way.

Drinking any potions that you come across will save the game. The controls are:

Q or Joystick up	Jump
A or Joystick down	Enter door, use magic carpet or use the object being held.
O or Joystick left	Go left
P or Joystick right	Go right
Space or Fire	Fire a magic orb
F1	Cycle through objects held
F3	Toggle Fire mode
Run/Stop	Pause



TAPE TO DISK

This month's Powerpack is also available on disc. To get the disc version simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em both in an envelope with a cheque or postal order, made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to: *CF55* Tape To Disc, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shrops TF7 4QR.

GAMEBUSTERS

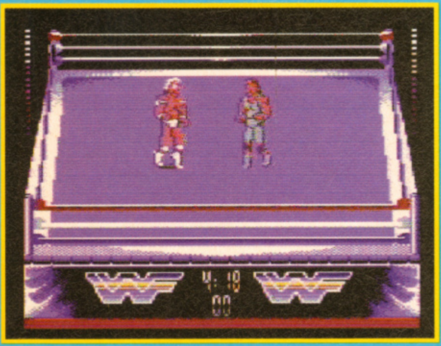
You can't sleep, you haven't eaten for a week; you won't pay the milkman or take the dog to the vet's until you find the cheat that's evading you. So...

WRESTLEMANIA

(OCEAN/HIT SQUAD)

With the wrestling due back on late-night telly, it seems appropriate to print this handy cheat for fans of this excellent game.

At the start of the round, move your wrestler down to the bottom of the screen, making sure that his feet are visible between the bottom and middle ropes – the other guy should follow you to the bottom.



If boxing rings your bells then here's a cheat that pulls no punches. You'll win every time.

Now, without moving up or down, run towards your opponent (who should start shaking) and as soon as you can fly-knee him. He cannot move while you are running left and right, so repeat this action until his energy reaches zero. When it does, pin him down to win the bout.

THE ADDAMS FAMILY

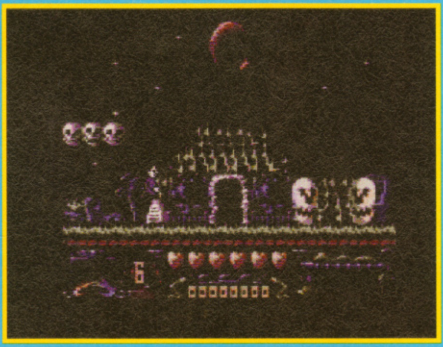
(OCEAN)

Following the appearance of the solution for level one (in *CF*48), I've been inundated with requests for the rest of it. In particular, Adam Brennan, Allan Freeland, Richard Marsh, Kevin Chow, Matthew Dale, David Hadley, and Stuart Broom all wrote in *begging* for assistance. As I'm so kind and generous (*and modest – Ed*), here's the complete solution. If you are still in trouble, try this nifty trick...

On the title screen press RESTORE rather than FIRE to load the first level. When you start the game everything is twice as big, which makes jumping on to the cauldrons considerably easier.

LEVEL 1

IN DOOR, LEFT (BOTTOM OF SCREEN), IN DOOR, LEFT, LEFT, GET KEY,RIGHT, IN DOOR, RIGHT, LEFT (TOP OF SCREEN), LEFT, IN DOOR, RIGHT, RIGHT, GET KEY, LEFT, LEFT, IN DOOR, RIGHT, IN DOOR, LEFT, RIGHT (TOP OF SCREEN), RIGHT, IN DOOR, RIGHT, IN DOOR (BOTTOM OF SCREEN), LEFT, LEFT, LEFT, INDOOR, GET KEY, IN DOOR, RIGHT, RIGHT, RIGHT, IN DOOR, LEFT (TOP OF SCREEN), UP, LEFT, LEFT, LEFT, LEFT, IN DOOR, GET KEY, IN DOOR, RIGHT, INDOOR (TOP OF SCREEN), LEFT, RESCUE PUGSLEY, RIGHT, IN DOOR, RIGHT, RIGHT,RIGHT, DOWN, RIGHT, IN DOOR, (BOTTOM OF SCREEN), RIGHT, RIGHT, RIGHT, IN DOOR, RIGHT, RIGHT, RIGHT, IN DOOR, RESCUE LURCH, LEFT, IN DOOR, LEFT,LEFT, LEFT, IN DOOR, LEFT, LEFT, LEFT, LEFT, LEFT, LEFT, IN DOOR, LEFT, IN DOOR, LEVEL COMPLETE.



Are you bone idol? Then this cheat is for you. Yes, and in it's entirety. Now are you happy?

LEVEL 2

RIGHT, LEFT (TOP OF SCREEN), IN DOOR, RIGHT, IN DOOR, LEFT, IN DOOR, RIGHT, RIGHT, DOWN, IN DOOR, LEFT, DOWN, RIGHT, RIGHT, RIGHT, IN DOOR, RIGHT, RIGHT, IN DOOR, RIGHT, IN DOOR (RIGHT-HAND SIDE), IN DOOR (TOP OF SCREEN), LEFT, DOWN, LEFT, LEFT, LEFT, LEFT, LEFT, IN DOOR, RIGHT (BOTTOM OF SCREEN), IN DOOR, LEFT, LEFT, GET KEY, RIGHT, RIGHT, IN DOOR,UP, LEFT, (TOP OF SCREEN), IN DOOR, LEFT, LEFT, RESCUE MORTICIA, RIGHT,RIGHT, IN DOOR, DOWN (LEFT-HAND SIDE), IN DOOR, RIGHT, RIGHT, RIGHT, RIGHT, UP, RIGHT, IN DOOR, IN BOTTOM DOOR, IN LEFT DOOR, LEFT, LEFT, LEFT,IN DOOR, LEFT (TOP OF SCREEN), LEFT, LEFT, UP, RIGHT, IN DOOR, UP, LEFT,LEFT, IN DOOR (BOTTOM OF SCREEN), RIGHT, RIGHT, RIGHT, RIGHT, IN DOOR,RIGHT, RIGHT, IN DOOR, LEVEL COMPLETE.

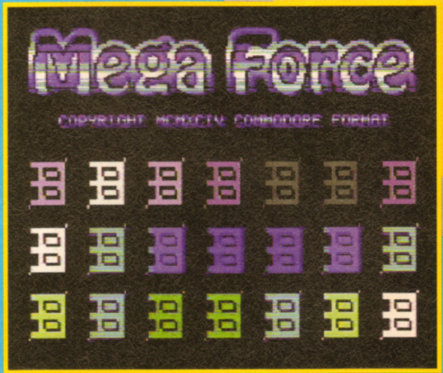
LEVEL 3

RIGHT, RIGHT, RIGHT, IN DOOR, LEFT, IN DOOR, RIGHT, RIGHT,RIGHT, DOWN, LEFT, LEFT, IN DOOR, DOWN, LEFT, IN DOOR, LEFT, LEFT, LEFT,IN DOOR, LEFT (TOP OF SCREEN), LEFT, LEFT, LEFT, LEFT, IN DOOR, RIGHT,RIGHT, UP, RESCUE GRANNIE, DOWN, LEFT, LEFT, DOWN, GET KEY, UP, IN DOOR,RIGHT, RIGHT, RIGHT, LEFT (BOTTOM OF SCREEN), LEFT, LEFT, DOWN, RIGHT,DOOR, RESCUE THING, IN DOOR, UP, RIGHT, IN DOOR (LEFT-HAND SIDE), LEFT, RIGHT (TOP OF SCREEN), IN DOOR (TOP OF SCREEN), LEFT, LEFT, IN DOOR, LEFT, LEFT, LEFT, RESCUE WEDNESDAY, GAME COMPLETE.

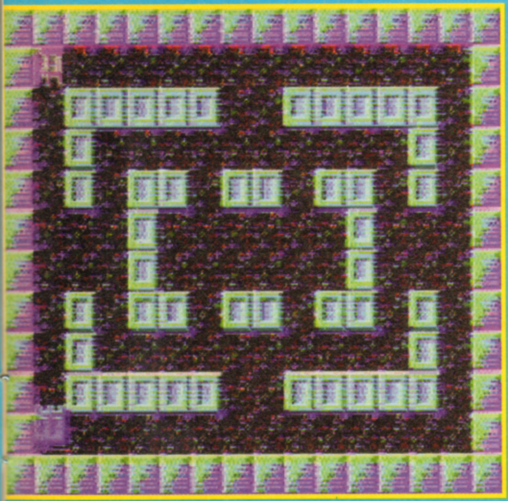
MEGAFORCE

(POWERPACK 52)

Certainly not the greatest game the C64 has ever seen, but in two-player mode it can be a bit of a laugh. If you'd like



Get tanked up with this poke. Should get you as far as Brmm Brmmingham, anyway. Sorry!



Without our poke you'll never get as far as the garage never mind the next level.

to prolong the life of your tank and see some of the later levels, type in this listing for infinite energy.

```
   0 REM MEGAFORCE CHEAT BY WAZ
1 FOR X=521 TO 570:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4997 THEN PRINT “DATA ERROR”:END
3 INPUT “INFINITE ENERGY PLAYER 1/2”;A$:IF
A$<>"1" AND A$<>"2" THEN 3
4 IF A$="2" THEN POKE 566,179:POKE 567,55
5 POKE 157,128:SYS 521
  10 DATA
        032,044,247,056,169,032,141,125
            11 DATA 003,141,126,003,169,
                002,141,127
                    12 DATA 003,076,108,
                        245,087,065,
                            090,072
13 DATA 238,032,208,169, 051,141,175,008
14 DATA 169,002,141,176,008,104,173,013
15 DATA 220,096,169,000,141,124,038,076
16 DATA 013,008
```

DEADLINE DEMO

(POWERPACK 51)

Better late than never, here is a simply splendid listing crafted by the equally splendid Warren Pilkington.

Warren's contribution allows you opt for infinite lives, plus the ability to choose the number of men to save. If you are still in need of assistance, check out the tips in *CF*53.

```
0 REM DEADLINE DEMO CHEAT BY WAZ
1 FOR X=521 TO 575:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6009 THEN PRINT “DATA ERROR”:END
3 INPUT “INFINITE LIVES Y/N”;A$:IF A$="N"
THEN POKE 549,198
4 INPUT “MEN TO SAVE 1-10”;A:IF A<1 OR A>10
THEN 4
5 POKE 562,A:POKE 157,128:SYS 521
```

DEADLINE
Press FIRE To Start
SCORE 000000
DIFFICULTY OKAY

You use our cheat then tell your friends it was all your own work. Come on. 'Fess up. We know, you know!

```
10 DATA 032,044,247,056,169,032,141,125
11 DATA 003,141,126,003,169,002,141,127
12 DATA 003,076,108,245,087,065,090,072
13 DATA 238,032,208,169,165,141,104,041
14 DATA 141,183,043,169,169,141,056,040
15 DATA 169,010,141,057,040,169,234,141
16 DATA 058,040,104,173,013,220,096
```

ACTION REPLAY POKES

More multi-function cartridge POKEs courtesy of Warren Pilkington. And if you're not fully conversant with the whole cartridge thang, here's how to use them… Freeze the game, press E to enter the POKEs (press RETURN twice when you have entered the last POKE), then press F3 to restart the game.

DEADLINE DEMO

POKE 5453,165
POKE 4705,165 – Infinite lives
POKE 4344,169POKE 4335,1POKE 4336,234 – 1 man to save

MEGAFORCE

POKE 8138,0 – Infinite Energy
P1POKE 16452,0 – Infinite Energy
P1VOLFIEDPOKE 4185,165 – Infinite lives
POKE 7092,0 – Infinite shields

ALIEN WORLD

POKE 8808,173 – Infinite lives, load 1
POKE 36190,173 – Infinite lives, load 2
POKE 36186,173 – Infinite lives, load 3

SPELLBOUND DIZZY

POKE 8388,173 – Infinite lives

DIZZY DOWN THE RAPIDS

POKE 46956,173 – Infinite time

DIZZY PRINCE OF THE YOLKFOLK

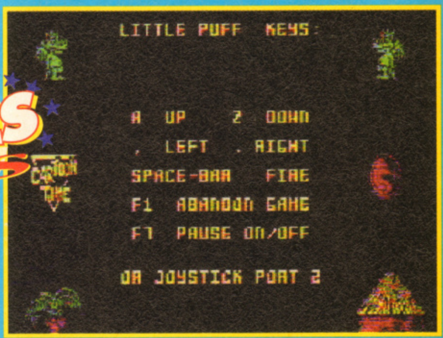
POKE 9339,173 – Infinite lives
POKE 12123,173 – Infinite energy

LITTLE PUFF

(CODEMASTERS)

If you have been using the splendid *Multihack* program (on Powerpack 51) to play through this game, you might have found the going a mite tricky. As luck would have it, here is a solution to guide you through the entire game with ease.

From the start: take CHERRIES, RIGHT, take POTION, LEFT, LEFT, LEFT, fire at the TREE STUMP, LEFT, fall down left side of hole, LEFT, get BOX, LEFT,drop BOX to make a step, take LIFEBELT



```
LITTLE PUFF  KEYS:

A  UP     Z  DOWN
,  LEFT   .  RIGHT
SPACE-BAR    FIRE
F1  ABANDON GAME
F7  PAUSE ON/OFF

OR JOYSTICK PORT 2
```

I liked this screenshot. It made me think of sun and sand and… gritty sandwiches at the beach.

We've cracked it!

Not a month goes by without the Gamebusters mailbag containing at least one letter from a frustrated Dizzy player – that little egg has a lot to answer for.

If you are one of the dozens of people stuck on a Dizzy game, check out this Dizzy Mega-Cheat. Simply type in the main listing, SAVE it to tape or disc for future use, then add the relevant dataline. Now type RUN and insert the rewound game cassette to load a much easier game.

```
1 REM DIZZY MEGA-CHEAT BY WAZ
2 FOR X=512 TO 580:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>7483 THEN PRINT “DATA ERROR”:END
4 READ Y:IF Y=-1 THEN POKE 157,128:SYS
512
5 POKE X,Y:X=X+1:GOTO 4
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096
```

And here are those datalines...

BUBBLE DIZZY

(Infinite lives)

```
20 DATA 169,173,141,062,102,096,-1
```

FAST FOOD DIZZY

(Infinite lives)

```
20 DATA 169,173,141,119,069,096,-1
```

SPACE OR FIRE TO START
SPELLBOUND
DIZZY

Promise: no yolks or showing the whites of our Eis (that's for the German speakers among you).

DIZZY

(Infinite lives)

```
20 DATA 169,173,141,253,045,141,070,062
21 DATA 096,-1
```

SPELLBOUND DIZZY (BIG VERSION)

(Infinite lives & energy)

```
20 DATA 169,173,141,235,032,141,056,106
21 DATA 096,-1
```

DIZZY PANIC

(One object per level)

```
20 DATA 169,080,141,080,004,169,002,141
21 DATA 081,004,096,162,000,169,001,157
22 DATA 222,054,169,000,157,223,054,232
23 DATA 232,224,040,208,240,162,000,169
24 DATA 234,157,036,048,232,224,008,208
25 DATA 246,076,016,008,-1
```

DIZZY DOWN THE RAPIDS

(Infinite lives & bullets)

```
20 DATA 169,080,141,030,009,169,002,141
21 DATA 031,009,096,169,000,141,126,127
22 DATA 141,150,145,076,027,008,096,-1
```

DIZZY – PRINCE OF THE YOLKFOLK

(Infinite lives & energy)

```
20 DATA 169,173,141,123,036,141,091,047
21 DATA 096,-1
```

FANTASY WORLD DIZZY

(Infinite lives & invincibility)

```
20 DATA 169,173,141,180,037,169,014,141
21 DATA 120,037,169,007,141,127,037,169
22 DATA 000,141,134,037,096,-1
```

SPELLBOUND DIZZY

(infinite lives & energy)

```
20 DATA 169,173,141,196,032,141,196,047
21 DATA 141,083,055,096,-1
```

TREASURE ISLAND DIZZY (ORIGINAL)

(Invincibility)

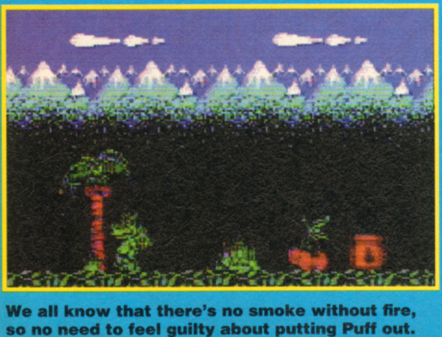
```
20 DATA 169,134,141,167,044,141,026,045
21 DATA 169,045,141,168,044,141,027,045
22 DATA 096,-1
```

TREASURE ISLAND DIZZY (DIZZY COLLECTION)

(Invincibility)

```
20 DATA 169,173,141,189,044,169,117,141
21 DATA
049,045,169,045,141,050,045,096,-1
```

and BOX, RIGHT, RIGHT, RIGHT, RIGHT, take CORKSCREW, RIGHT, take ENVELOPE, RIGHT, drop CORKSCREW, RIGHT,take PUMP, LEFT, fall down hole, take FOOD, LEFT, LEFT, LEFT, LEFT, take GRAPES, LEFT, cross BOX with HAMMER to make a KEY, go to DOOR, take PUMP, push up at DOOR, RIGHT, jump on to PLUNGER and drop the PUMP, LEFT, up through the DOOR, LEFT, take BANANA, LEFT, LEFT, LEFT, take BOTTLE and drop the SHADE, LEFT, LEFT, take FOOD and ENVELOPE, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, up through DOOR, RIGHT, take PUMP (make sure that you have the LIFEBELT, FOOTPUMP, and the BOTTLE at this point). Go LEFT, up through DOOR, LEFT, down HOLE, LEFT, cross BOTTLE with CORKSCREW to make part of the PASS (again make sure you have the FOOTPUMP and LIFEBELT at this point), drop down HOLE, take TIN HAT,LEFT, LEFT, LEFT, LEFT, LEFT, up through DOOR, LEFT, LEFT, LEFT, take BOTTLE OF WATER, drop LIFEBELT and PUMP, take ENVELOPE (you should now have re-assembled the PASS-CARD), take COCONUT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, take SAW-SAW and COCONUT changes into a GOLD COIN, RIGHT, drop GOLD COIN near TOLL DRAGON (he disappears), RIGHT, RIGHT, and RIGHT to complete the game.



We all know that there's no smoke without fire, so no need to feel guilty about putting Puff out.

SHOOT'EM UP CONSTRUCTION KIT

(OUTLAW/PALACE)

Here's a cheat (of sorts) for all you Action Replay owners out there which will work on any SEUCK game which you care to mention.

Start the game and press the Freeze button, then press K to enter the sprite killer. Now press C to select both. When the 'occurrences' message appears, press any key to exit, then F3 to restart the game with no collision detection.

START HERE

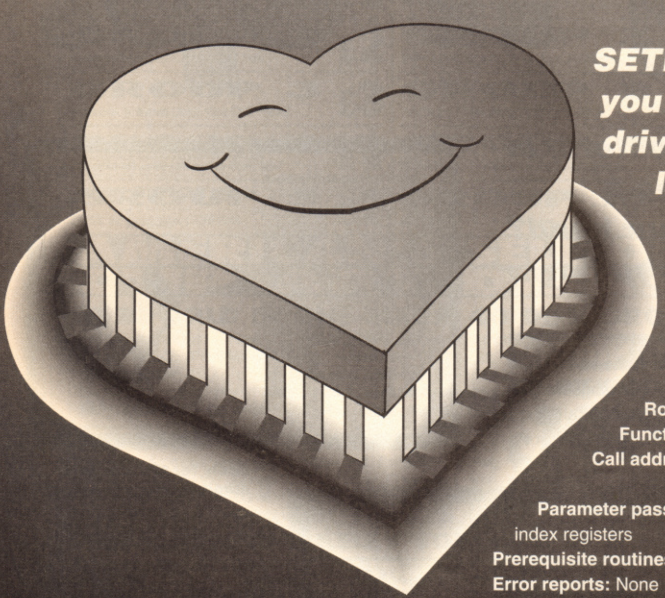
Not only can Gamebusters supply you with the biggest, brightest, and most accurate tips in the universe, we can also help if you happen to be stuck on a game. If that's you, send us as much information about the game as possible and where you are stuck.

And if you have any maps, tips, cheats, POKEs, solutions, or general game-busting bits and pieces send them to: Andy Roberts, Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW or e-mail us at cf@futurenet.co.uk putting 'Gamebusters' in the subject line.

Finally, if you have any questions, comments, ideas, or suggestions to make Gamebusters an even better tips section, send them in, too.

TRUE ROM-ANTICS

SETLFS and SETNAM are the ROM routines you use for accessing the tape deck and disc drive. You have to call them before you can load or save. You'd better to get to know them and the LOAD routine, too, says Jason Finch. But he promises to help.



SETLFS

Routine name: SETLFS
Function: Set up a logical file
Call address: $FFBA (65466)

Parameter passing: Accumulator, X and Y index registers
Prerequisite routines: None
Error reports: None
Stack requirements: 2
Registers changed: None

Description: You use this routine before you call a number of others. You use it to set up all the information that the computer needs to open a file: the logical file number, the device number and the secondary address. The device numbers most commonly used are 1 for opening a file on tape and 8 for opening a file on disc. You should load the accumulator with the file number, the X index register with the device number, and the Y index register with the secondary address. If you don't want to include a secondary address, set the Y register to 255 before calling the routine.

Example: The Basic command OPEN 1,4,7 opens file number 1. This means you can then send information via file number 1 to the device specified. In this case, the device is number 4 and the secondary address is 7. If you send this secondary address to a printer, it prints in lower-case mode instead of upper-case. The machine language equivalent uses SETLFS.

```
LDA #1
LDX #4
LDY #7
JSR SETLFS
```

SETNAM

Routine name: SETNAM
Function: Set up a filename
Call address: $FFBD (65469)

Parameter passing: Accumulator, X and Y index registers
Prerequisite routines: None
Error reports: None
Stack requirements: At least 2
Registers changed: None

Description: When you open a file you sometimes need to give a filename, most commonly when the device is the tape deck or a disc drive. This routine allows you to specify the filename you want to use. You should load the accumulator with the length of the filename, and the X and Y index registers with the address of the filename. These must be specified as a vector in the normal low/high format. If you don't want to give a filename, load the accumulator with zero.

Example: You want to load a file called FRED. At locations $C100-$C103 you have stored the ASCII values for the letters in the filename. Before loading, you must have called SETLFS and SETNAM.

```
LDA #4
LDX #$00
LDY #$C1
JSR SETNAM
```

LOAD

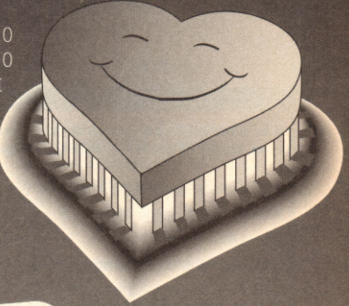
Routine name: LOAD
Function: Loads file from a device
Call address: $FFD5 (65493)

Parameter passing: Accumulator, X and Y index registers
Prerequisite routines: SETLFS, SETNAM
Error reports: 0, 4, 5, 8, 9, READST
Stack requirements: None
Registers changed: Accumulator, X and Y index registers

Description: Use the LOAD routine to load a file from an input device such as the tape deck or a disc drive, or to verify that the information stored on the tape or disc is the same as that in memory. You must first load the accumulator with #$00 if you want to load a file, or with #$01 if you want to perform a verify operation. If you have opened the file with a secondary address of 0, you can specify a new start address for the file by giving it in the X and Y index registers in the normal low/high format. This means you can force a file to load to a specific address in memory, even if it was originally saved from a different location. Under normal circumstances where you want it to load back normally, open the file with a secondary address of 1. This then instructs the computer to look at the information given in the file's header. When the LOAD has finished, the address of the highest memory location loaded is returned in the X and Y registers. Make sure you call the SETLFS and SETNAM routines to open the file and to specify a filename before calling LOAD.

Example: There is a file on disc called FRED that you would like to load into memory. You do not want to change the load address. The filename is stored at location $C100.

```
LDA #1
LDX #8
LDY #1
JSR SETLFS
LDA #4
LDX #<$C100
LDY #>$C100
JSR SETNAM
LDA #0
JSR LOAD
```

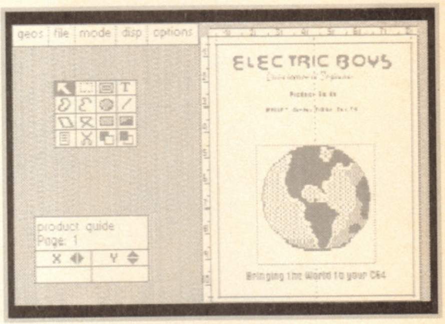


NEXT MONTH

Jason Finch offers suggestions for when you get error reports and looks at saving a file to either tape or disc.

Making it up!

Chances are any newspapers, fanzines, posters, or magazines that you read, are created using a desktop publishing system. Want to try your hand? Russ Michaels uses GEOpublish to show you how.



Tools for the job. Now admit it, you're hooked!

To show what *GEOpublish* can do I used it to create the latest Electric Boys Entertainment Software product guide. So, to demonstrate what DTP (desktop publishing) can do and how to use it, I use the product guide as an example.

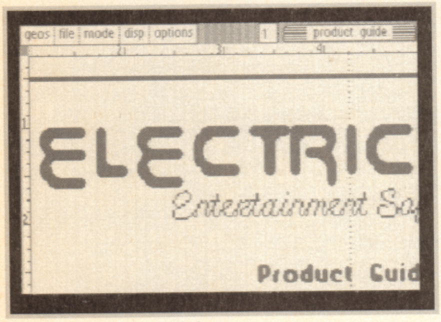
The first step to design the product guide is to create all the text files in *GEOwrite* for the various sections in the final product, for example the hardware text, software text, and services. All of these are in separate files so you can design them in standard fonts and styles and then change them within *GEOpub*.

GEOpublish has three main editing areas:

1 Master pages

This is where you set up all the guidelines for the rest of the document. Any graphics you place on the master page appear in every other page. So your first step is to create the position of the border around each page. Position the guidelines using the ruler half an inch in from each side and from top and bottom.

Next put a guideline down the middle of the page to separate the two columns. This is all I need in this instance but you can set up guides for numerous amounts of different-sized columns and paragraphs, or place the text and graphics that you wish to appear on every page of your product.



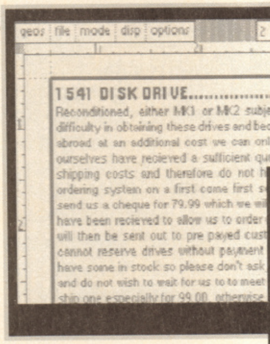
Size is everything in page design but there are myriad ways of altering fonts and graphics...

2 Page layout

Here you set up the actual position and design of all the text on each page. Using the open region tool you create a window the size of the left column and then select the text icon to place text in this opened region. This presents you with a list of all the *GEOwrite* files on the disc, so select the one you want, in this case the 1541 drive text, open the file and click the pointer on the previously open area to place the text.

The entire region is now filled with diagonal broken lines. You must now ripple (resize) this text so that the text file fits squarely into the region, after which the diagonal lines become unbroken and terminate at the position where the text ends. Now you can re-size your window to the exact text size.

Repeat the process to place a window under the one you have just created for the software text and three more times for the various texts in the right-hand column.



1541 DISK DRIVE..............................79.99
Reconditioned, either MK1 or MK2 subject to availability, due to the
difficulty in obtaining these drives and because they are shipped in from
abroad at an additional cost we can only order a shipment when we
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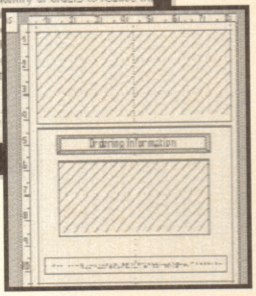
ordering system on a first come first s
send us a cheque for 79.99 which we wi
have been recieved to allow us to order
will then be sent out to pre payed cust
cannot reserve drives without payment
have some in stock so please don't ask
and do not wish to wait for us to to meet
ship one especially for 99.00, otherwise

On the border... Put text in a frame to add impact.



Right, this shows you need to resize text and box.

In page layout mode you can also import graphic objects from a scrapbook or photo album into a window of any size, either the actual size of the graphics or you can rescale them to fit the window. Any text is now be re-formatted to surround the graphic object.

If, at any time, you decide to add or change any of the text or change some of the fonts just click on the window containing the text you wish to alter and select EDITOR from the MODE menu. This gives you a mini *GEOwrite*-type editing facility containing the text you selected.

3 Page graphics

Here you can draw text and graphics of any size directly on to any page of your document or import graphics from a photo album on to a page. You can set as foreground or background any graphics produced here according to the text in the layout.

When you place text on your page you can change its size by changing the point size. Note, though, that the larger you make the text, the 'blockier' it looks. This is where the SMOOTHED attribute comes in. Select this and all the jagged edges on the letters are smoothed out. This is how I created the front cover of the guide because the size of the text is bigger than available in those fonts.

Here your find drawing functions such as circle/eclipse, rectangle square, polygon, line, spline, and closed spline.

You can change various attributes on each such as line thickness, the pattern, or even make them transparent.

There is also a neat zoom mode that allows you to select any part of your document and take a closer look. In fact, this is the only way you can read the text. You can also preview the current page as an A4 representation. You can't read much in such a compacted space but you can clearly see the layout and structure of your pages to make sure they have turned out as you wanted them.

There are many more functions available than I can list here but these are the basics of creating a DTP document. *GEOpublish* allows you to do just about everything you would expect only to find on a more powerful machine except that it produces strictly mono graphics. However, as the C64 wasn't designed with colour printing in mind this is not actually a problem.

Once you have had some practice you may find yourself spending many a late night creating your own fanzine, just for the hell of it.

Buy it from...

GEOpublish costs £39 from
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GAMES SUBJECT TO AVAILABILITY. PLEASE NOTE - A PHONE CALL RESERVES YOUR ORDER. ORDERS £5.00 AND UNDER ADD 50P P + P
CHEQUES + POSTAL ORDERS MADE PAYABLE TO WIZARD GAMES. OVERSEAS CUSTOMERS ADD £1.00 PER ITEM P+P.
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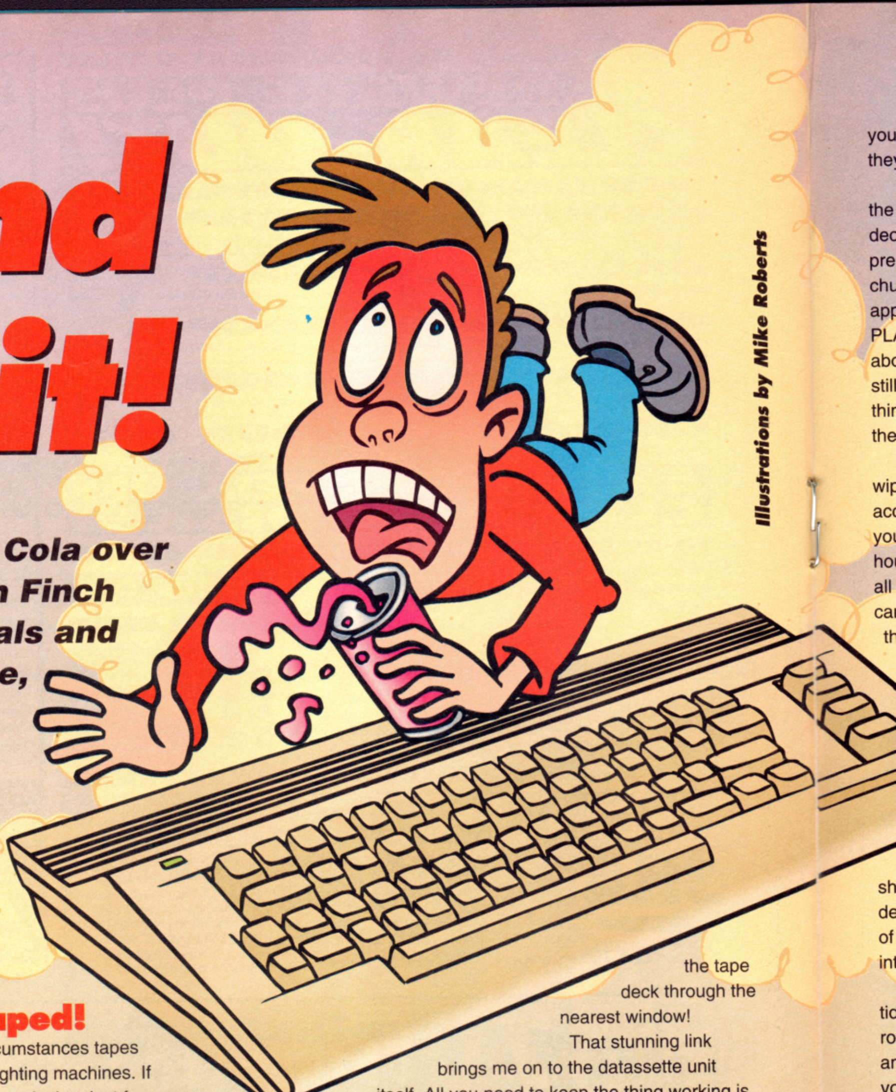
Grin and repair it!



Illustrations by Mike Roberts

Can you cope if you knock a can of Cola over the keyboard? Can your C64? Jason Finch advises on caring for your peripherals and tells you how to remedy the damage, if you do happen to spill that drink.

There are so many different things that could go wrong with your computer that you are likely to drive yourself insane if you sit down and think about it for more than about five seconds. Luck plays a great part in whether or not your computer is going to behave itself, as does the amount of dust in your bedroom.

Computer owners are at the mercy of unexpected bursts of electricity, strong magnetic fields, and worst of all, millions of microscopic bugs that you can't even see. Some people I know have had their C64s for more than ten years and haven't had any problems... Their software always loads, their computer never crashes, and their tapes never snap. Do they pray to some mystic God of Computing? Do they clean everything meticulously every day of their lives? Probably neither.

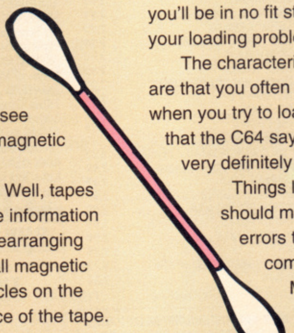
> **A cassette is for life, not just for Christmas**

I do everything I can to maintain decorum yet, in the last five years, I've had to replace almost every chip in my C64 and I have managed to write off two disc drives. Now my joysticks don't work, my keys need to be battered with a hammer before they recognise that they have been pressed, and my monitor forces me to look at everything as though I'm watching a film in letterbox format. So I'm pretty much aware of the things that could go wrong and how best, in theory at least, to prevent that happening. Even though it never works for me, it could well work for you...

Get it taped!

Under normal circumstances tapes are mean, lean, fighting machines. If you treat them properly they last for ages and always work. Of course, we all know that they eventually end up going wrong and that is why it is important to make sure you are good to your tapes. A cassette is for life, not just for Christmas.

The first point to remember is that you should never ever store tapes near anything that creates a magnetic field around it. Normal things around the house that do this include speakers, power supply units and television sets. Never borrow your parents' fridge magnets to see whether the plastic casing of a tape is magnetic or not. It isn't, okay.

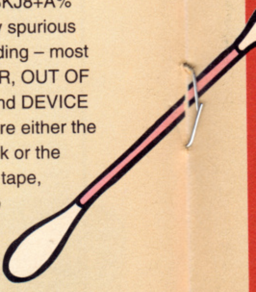


Why all the fuss about magnetism? Well, tapes store information by rearranging small magnetic particles on the surface of the tape. If you put the tape near a magnet, these small particles are rearranged and so you could lose your data. The stronger the magnetic attraction, the more likely you are to find yourself crying in the corner of the room because your favourite game won't work. Either that or your pocket money will be stopped because you've lobbed the tape deck through the nearest window!

That stunning link brings me on to the datassette unit itself. All you need to keep the thing working is a handful of cotton wool buds and some petroleum spirit or pure alcohol. It can also help when your programs start refusing to load. However, no matter how tempted you are to drink the alcohol, remember it is for cleaning purposes only. Drinking the alcohol could do you serious damage and also means that you'll be in no fit state to find out if you have cured your loading problems.

The characteristic signs of an impending disaster are that you often get ?LOAD ERROR appearing when you try to load something. You may also find that the C64 says that it has found something that very definitely isn't your program.

Things like FOUND &HF?(ISKJ8+A% should make you wonder. Any spurious errors that occur during loading – most commonly LOAD ERROR, OUT OF MEMORY ERROR and DEVICE NOT PRESENT – are either the fault of the tape deck or the tape itself. If it's the tape, start to pray; if it's the tape deck, whop out your buds and unscrew the cap on your bottle of alcohol.



Keep it clean

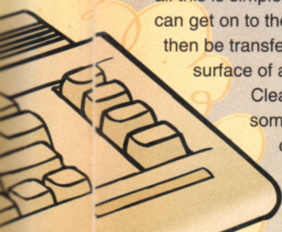
There are four main bits that you need to keep spotless to ensure that your tape deck always works: the two heads, the capstan pin and the idler. How do

Illustrations by Mike Roberts

you tell what they look like?

Well, if you lift the lid of your tape deck and gently press PLAY, two chunks of metal appear; one behind the PLAY key and the other about 2cm to the right. The black rubber wheel still further to the right is the idler while the thin metal thing that is spinning around and pressing against it is the capstan pin.

Get some alcohol on your cotton bud and gently wipe these parts until no more dirt and grime accumulates on the bud. Leave your C64 to stand for half an hour. The reason you should do all this is simple: dirt and dust can get on to the heads and are then be transferred on to the surface of all your tapes.

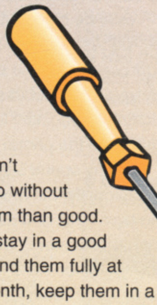


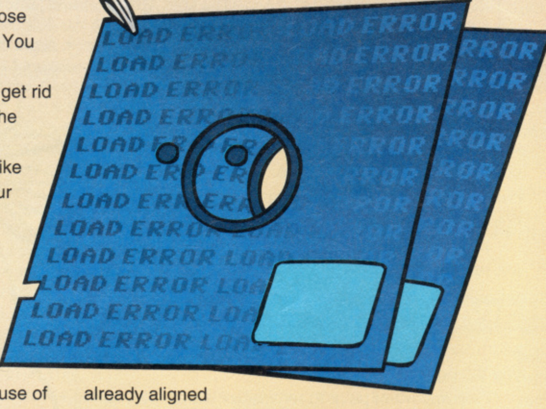
Cleaning the tapes isn't something you can do without causing more harm than good. However, they stay in a good state if you rewind them fully at least once a month, keep them in a plastic case, and if you don't expose them to nasty things like magnetic fields. You should,also, occasionally run a commercial demagnetising tape through your datassette to get rid of magnetism that builds up quite naturally on the internal parts of the tape deck.

Maintaining things is always a hassle, just like tidying your bedroom. However, clearing up your room is always something that can wait for another day, but you will learn the hard way if you don't clean and demagnetise your tape deck regularly and if your tapes are just stored where they happen to land when you've finished with them.

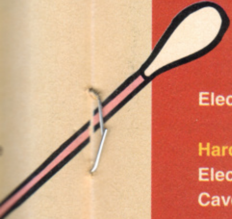
Have you noticed I haven't mentioned alignment yet? This is because it can be the cause of your worst nightmares… Over time the read and record heads of your tape deck can move out slightly out of alignment. This slight movement is often enough to cause your programs not to load. You could get strange results where your commercial games don't load, but your own programs do, or you could find that nothing loads. These are both cases for realignment. It means you get a small cross-head screwdriver and insert it into the small hole located on the top of the datassette, near to the plastic tape cover. Depending on which version of the datassette you own, this hole may or may not exist. Use your initiative with a drill. Insert the screwdriver and turn it about a quarter of one turn in one direction. Try loading something. If it works, cool, if it doesn't, turn the screwdriver again and try again until something loads. It becomes a tedious exercise and one which will probably not work anyway. You shouldn't need to turn the screw more than two turns in either direction. And, please, whatever you do, don't try realigning your tape heads if they are already aligned and everything works. But if you do, make sure you have some headache pills at hand.

Don't try realigning your tape heads if they are already aligned. But if you do, have some headache pills at hand





Where to clean up your act



Software (general):
Electric Boys: ☎ 0181 668 7595

Hardware (general):
Electric Boys: ☎ 0181 668 7595
Cavendish Computers: ☎ 0116 251 0066

Printers:
Meedmore Ltd ☎ 0151 521 2202
Datel Electronics ☎ 01782 744707

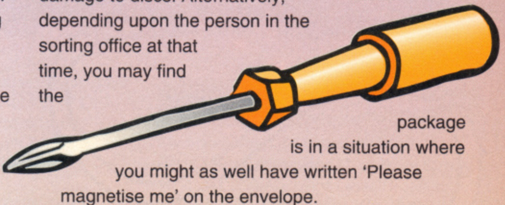
Repairs:
Dart Computing ☎ 0116 247 0059

Practise getting LAYD!

Discs are prone to even more damage than tapes. Yes, it's true. So you should make sure you LAYD (look after your discs). Always keep them in their sleeves and never touch the surface of the disc; the bit you can see through the black plastic cover. It's also a good idea to keep them out of the way of magnets. *Never* to be tempted to fold them in half just to see what happens. They can withstand a bit of bending but it's not a good idea to overdo it.

If you are sending discs through the post write something like:

'Do not bend or expose to magnetic fields. Envelope contains computer disc,' on the envelope. This way it may avoid unnecessary contact with Royal Mail machinery that could do some damage to discs. Alternatively, depending upon the person in the sorting office at that time, you may find the package is in a situation where you might as well have written 'Please magnetise me' on the envelope.



Over time discs go wrong if you use them a lot. (*That's a bit of a sweeping generalisation isn't it? - Ed*). Yes, but if you are forever doing save-and-replace operations, and if you have a 1541 and don't use an Action Replay cartridge (*does that leave many people? – Ed*) then a bug in the ROM of the 1541 means you are taking your life in your hands every time you save something. A save-and-replace is done with SAVE"@0:FILENAME" and means 'I know I've got a file called FILENAME but I want to save this program with that name so get rid of the old program and replace it with this one. Please.'

If you have an AR, the old file will first be scratched automatically with an OPEN 15,8,15:PRINT#15,"S0:FILENAME":CLOSE 15 before you do a normal SAVE"FILENAME". This prevents the bug rearing its head.

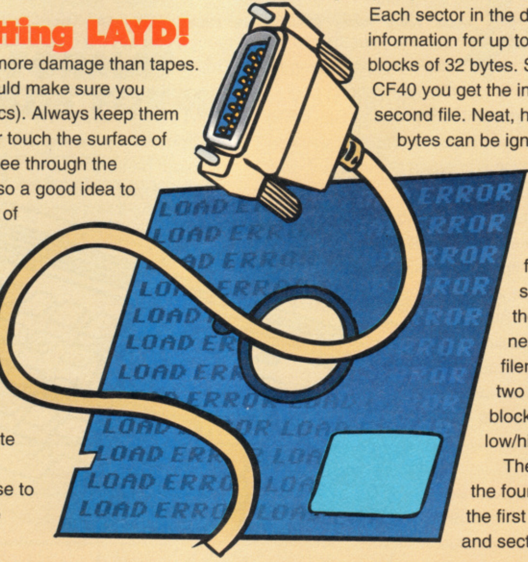
Should you disc it?

But what do you do if discs do go wrong? Well that's a tricky question. It depends on your understanding of how a disc works. If you've got an AR cartridge, try entering the machine language monitor. You can now give the @BR and @BW commands to read and write individual sectors of the disc. For example, at the dot prompt, type @BR 12 01 which reads in track $12, sector $01 to memory locations $CF00-$CFFF. Note that everything is in hexadecimal.

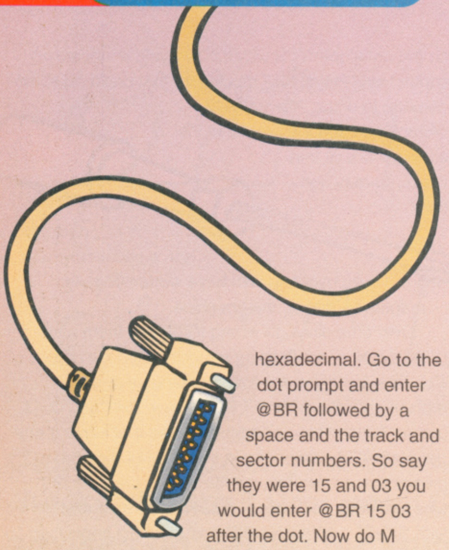
If you now do M CF00 CF20 you should find that you get four lines of information. This is the first track of data about what is on the disc and you should see the filename of the first program to the right of the screen. The numbers and letters are the hexadecimal version of ASCII and other codes; eight bytes per line of information.

Each sector in the directory holds the information for up to eight files; eight blocks of 32 bytes. So if you do M CF20 CF40 you get the information for the second file. Neat, huh? The first two bytes can be ignored for now, the third one is the program file type (SEQ, PRG and so on), the fourth and fifth are the track and sector numbers for the start of the file, the next 16 are the filename, and the last two are the file length in blocks in the usual low/high byte format.

Therefore, if you look at the fourth and fifth bytes of the first line, these are track and sector numbers in



WIN! WIN! WIN! WIN!
While you're up to your elbows in C64 innards why not consider upgrading? Turn to page 23 now and you could win JiffyDOS!

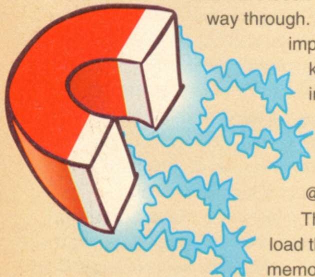


hexadecimal. Go to the dot prompt and enter @BR followed by a space and the track and sector numbers. So say they were 15 and 03 you would enter @BR 15 03 after the dot. Now do M CF00 D000 to see track 21 (this is decimal, $15 is the hexadecimal equivalent), sector 3. The first two bytes are pointers to the next track and sector at which the file is stored. So do M CF00 CF08 and check out the first two bytes in the line of eight. Do the @BR again and you can track the whole program.

At times you may find that these two initial bytes have been corrupted and that is why a program refuses to load. Simply change them to what they should be and write the sector back with @BW XX YY where you replace XX and YY with the track and sector numbers that you used in the @BR command.

But how do you know what they should be?

This is a good question, and one which, unfortunately, I cannot answer. There are programs around that trace all the files on a disc and warn you of problems and the likely 'take up' position of files that have been corrupted half-way through. It is, however, important that you know how information on disc is stored and how to edit it directly using @BR and @BW. These commands load the sector into memory, you change the information in memory (just by typing over it and pressing RETURN) and then they save it back. I recommend that you use these commands with caution on an unimportant disc while you practise.



Disc drives themselves can go out of alignment just like tape decks, but this is much less common. If this happens, or if the speed at which the disc spins slows down, then your programs won't load at all. You should take your disc drive to a repair centre if that occurs. Attempting to fix a drive yourself is not worth the trauma that you will suffer.

Get it on paper

Printers are fun items. There are so many of them and each has its own idiosyncrasies. The first question you may have when you get your printer home is: 'How on earth do I connect that (pointing at the printer) to that (pointing at the computer)?'.

Almost any printer can be connected to the C64 so long as you have something called a Printer Interface. There are a number of suppliers of these (see Where to clean up your act on page 13). They can make up all sorts of leads if one doesn't exist. Ring them up, tell them what printer you've got and that you need to connect it to a Commodore 64, and be prepared to pay.

Of course, if you have a standard C64 printer, all is well. Inevitably you find some programs that won't print at all, some programs that print weird lines on to your paper instead of text, and a variety of other things that all get you writing to Techie Tips.

Printers are fun items. There are so many of them and each has its own idiosyncrasies

However, these problems don't generally have a solution. Prepare to cry: it's the software that is at fault because it doesn't know how to communicate with your printer, or your printer isn't recognising the codes that are being sent, and your software hasn't got any setup facility to change that.

Some software comes with a thing called a printer driver. This is another bit of software that contains all the important information about how your printer works and what commands it recognises. It's a sort of translator. Hundreds of them exist for the GEOS software packages, but *only* for the GEOS software package. However, it does mean that when all else fails, you may find that GEOS has the answer.

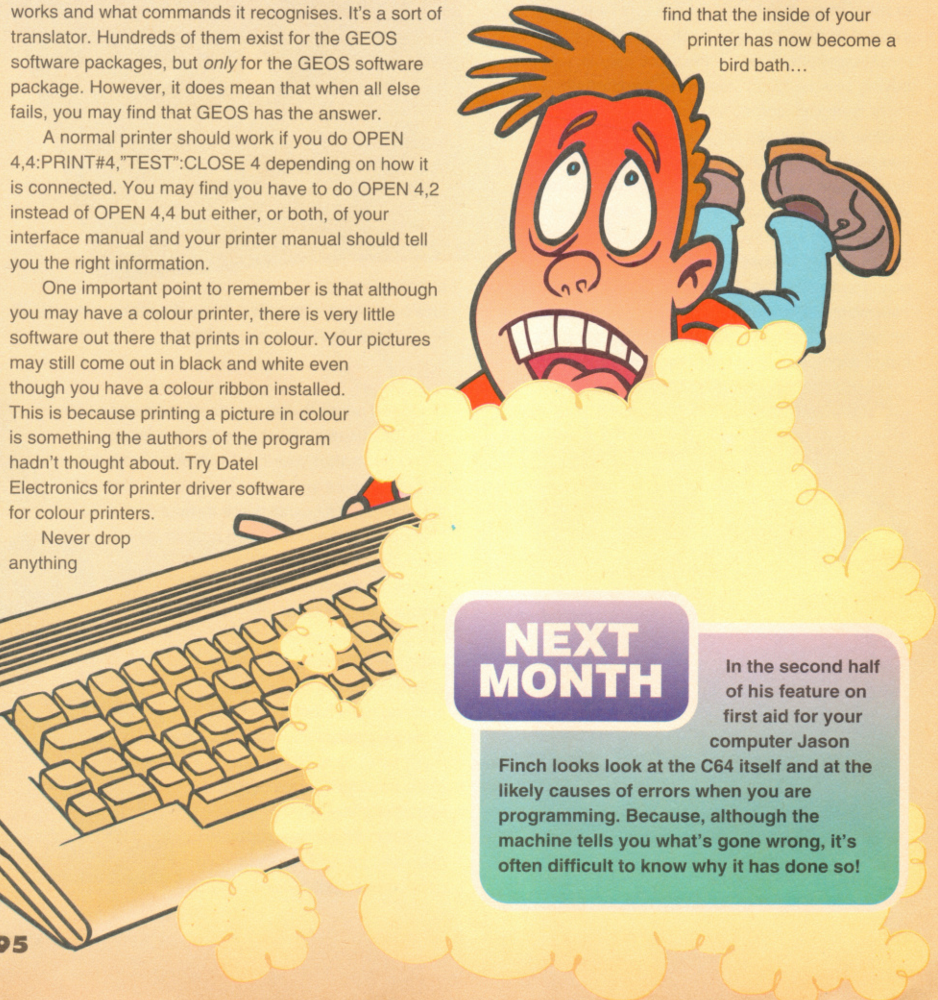
A normal printer should work if you do OPEN 4,4:PRINT#4,"TEST":CLOSE 4 depending on how it is connected. You may find you have to do OPEN 4,2 instead of OPEN 4,4 but either, or both, of your interface manual and your printer manual should tell you the right information.

One important point to remember is that although you may have a colour printer, there is very little software out there that prints in colour. Your pictures may still come out in black and white even though you have a colour ribbon installed. This is because printing a picture in colour is something the authors of the program hadn't thought about. Try Datel Electronics for printer driver software for colour printers.

Never drop anything inside the printer. This is very easily done because of the construction of printers but it could cost you a fortune. If something does happen to fall in there, get it out straight away. Don't think that because you can forget about it, it's not inside the printer thinking up a devious way to cost you lots of cash. I once dropped a small piece of metal inside the casing of my STAR LC10C. A few days later I noticed smoke rising from the depths and ended up having to replace the whole circuit board; a somewhat costly development.

Also be careful if you are in the habit of running self-adhesive labels through the rollers to print addresses or some such. These can peel off as they go round and get stuck to the roller. Yet another nightmare begins if this happens, as you need to dismantle the printer.

It may sound silly, but vacuum clean your printer occasionally, maybe at the same time you could do the tape deck and disc drive. If all you know about a vacuum cleaner is that it's the big thing that makes sucking noises and lives under the stairs, then learn some more. Using a hoover on your C64 ensures that any bits are caught, and also keep dust out of the important parts of the machinery. Keep the casing clean by wiping it with a damp cloth. Notice I said damp and not wet; you don't want to find that the inside of your printer has now become a bird bath...



NEXT MONTH

In the second half of his feature on first aid for your computer Jason Finch looks look at the C64 itself and at the likely causes of errors when you are programming. Because, although the machine tells you what's gone wrong, it's often difficult to know why it has done so!

BUY-A-RAMA

WANTED

Supremacy, Star control, Mercenary and its sequel. Will pay £1.50 per game. Ryan ☎ 01793 812442 (after 4pm).

War Game Construction kit, Bismark, Action Replay cart mark VI, Silent Service ☎ 0161 789 1570.

Disc contacts to swap PD especially demo groups. Gordon McDowagh. 9 Enler Gardens, Comber, County Down, N. Ireland BT235DS. Reply guaranteed.

Help! Has anyone out there got the following C64 games on tape? Crackup and Ball Blaster. ☎ 01323 899063.

Tape games, sound expander, GEOS graphics and font discs for sale. SAE for list to Andrew Fisher, 2 Elfleda Road, Cambridge CB5 8L2.

Somebody must have the original last Ninja One, Two or Three on tape, disc or cartridge. Mega bucks awaiting callers. Danny ☎ 01229 465 307.

C16 user manual and Z80 cartridge for C64. Any offers. Also wanted: Vic 20 peripherals. ☎ 0181 946 5349 or leave a message on pager ☎ 0881 800800 quoting 851962.

Commodore Format, issues 2 to 4, with covertape. Will pay reasonable price. Kevin Evans, 60 Edith Street, Northampton NN1 5EW.

Ultima 1 and 2 flight simulator from Sublogic, all must be in good condition and boxed with instruction. Will pay good money. ☎ 0171 259 2062.

Mini Office 2 on 5.25-inch disc. Must work! (C64), will pay £10 + p&p ☎ Steve 01753 857066 or 01850 586970.

1541 MK2 disc drive. Also Forbidden Forest and Terra Cresta ☎ Scott 0114 662662 room 506.

Attention! Do you have 3-5 inch or 1541 MK2 disc drive with some software. I'll pay under £30 for either. 61 Springfield Lane, Ipswich, Suffolk IP1 4EW.

Instructions for Commodore DPS 1101 printer wanted ☎ 01424 214025 or write to Mrs Evans, 31 Beaconsfield Rd, Bexhill on Sea, East Sussex TN40 2BW.

Emlyn Hughes International Soccer. Would gladly give my Aunty Ethel or a cash alternative. Please help. Uncles available too!! ☎ 0151 638 7372 (Birkenhead).

Operating Manual or maintenance instruction for Star printer NL10 ☎ 01430 431150.

Barry McGuigan's World Championship Boxing. Will pay reasonable price or swap Streetfighter 2 and Stunt Car Racer for this game. Please Help! 10 Wallacestone Brae, Reddingmuirhead, Falkirk, Stirlingshire, Scotland FK2 0DQ.

Wrath of a Demon, Never Ending Story Two, Armalyte, Blood Money, Beast II, Thrust II, Rocket Ranger, Rubicon, Catalypse. All on disc or cartridge, £10 maximum ☎ 01953 885850.

Help! I am desperately looking for copies of Exile and International Karate. I will pay any reasonable price ☎ Malcolm 031 669 6575.

- **Silent Service**. Will give 4 *C-Force* mags and covertapes, 9 games (incl *Star Wars*, *Chase HQ2*). Dreshel Villa, Hambrough Lane, Totland bay, IOW PO39 0JX.
- **C16+4 Games**. Send list to address below. Also I will buy broken C16+4 hardware. Details to GD Foxall 17 Somerville Crescent, Ellesmere Port L65 5AS.
- **Any issues of** Oink! (in good condition). Will pay fair price. Philip ☎ 0960 378954 (anytime at weekends or after 5pm weekdays).
- ***Commodore Format***, issues 39, 40, 41 with covertapes. Also Mayhem in Monsterland on disc. Frances Byrne, 21 Marlborough *Ave,* Derry BT48 9BQ.
- **C64 disc drive** also any Ariola Soft software on cassette. Fair price paid. Paul Seage, 78 Miam Street, Annan, Dumfriesshire DG12 6DL ☎ 01461 202754.
- **Mini Office II**. Disc only. War in the South Pacific. Roadwar 2000. Kampfgruppe, Colonial Conquest, Wings of War, Germany 1985, RDF 1985, Warship. PR Brine, 5 Southland Close, St Johns Estate, Colchester, Essex CO4 4QH
- **Commodore 64 printer**, reasonable price. ☎ 01904 651126.

FOR SALE

- **Words, Words, Words**, Hide and Seek, Let's Count, Get Ready for Numbers. £30 the lot. Will split. ☎ 01793 812442.
- **C64 computer.** More than 300 games. 2 joysticks. Everything included. Offers over £250. Fax/ ☎ St Albans 830631.
- **GEOS** (see *CF*52). Older 1.2 and 1.3 versions unused with manuals, £6 and £8. Keyboard new, 128D, £5. ☎ 01639 635493 (eves).
- ***CF* 28-49**, £1.80 each. *C Force* 3-16, £2 each. C64 plus speccy software from 50p. Lists from: Martin, 5 Douglas Close, Wallington, Surrey SM6 9JS.

C64/128 complete with datassette 1541, disc drive, manuals, joysticks, mouse. £45 o.n.o. Timeworks Word writer, Swift Calc Data Manager, Tasword, GEOS 128. ☎ 0761 416126.

C64 with 45+ games, datassette with Light Gun and games. Boxed with all cables and manuals. Only £50. ☎ 01475 723181 NOW!

C64 Tape Games from 50p to £3.50. Budget to compilation, all boxed plus variety of mags with tapes plus books. SAE for list, 17 Lime Street, Eccles, Manchester M30 0QB.

C64 GS (Games System) with 7 games, joystick and control pad. £35 o.n.o. ☎ 01257 791788 (after 6pm).

Citizen 1200 Printer for C64/128. Paper, manual, spare ribbon. £40 including Mini Office ☎ 01509 267926.

How about that! Simon's basic cartridge for sale. Make me an offer. Cash, software (disc/tape), anything considered. Simon ☎ 01249 813784 NOW!

Many C64 games on disc and tape from 25p plus Vic 20 with data cassette, no power pack. Geoff ☎ 01604 33685.

Atari 2600 with 5 games, double tape stereo with head phones, B/W TV, Bauers skates, good as new, C64 games also. ☎ 0293 545257.

Fun in learning (maths and school homework programme). Completely new game on disc 99p, broken datassette £5 and tape games 50p ☎ 01733 269029.

C64 complete with datassette, tape drive, manual, joysticks, games £30. Simon's basic cartridge £8. OCP Art £10. *Commodore Format* mags and tapes ☎ 01761 416126.

SWAPS

SUPER NES with 9 games, Action Replay converter, 2 joypads. Excellent condition, all boxed. For Amiga 500 or 600 ☎ 01709 556127.

Commodore Format, issues 1 to 7 in V.G.C. Swap for Megadrive (games) or Amiga boxed games. Ben Adam, 26 Alfred Street, Redcar, Cleveland, TS10 3HY.

SERVICES

50 Mission Crush, Panzer Grenadier, Baltic 1985, Field of fire. Battlegroup. Carrier Force. Battalion Commander. Any Strategic Simulations incl games. 5, Southland Close, St Johns Estate, Colchester, Essex CO4 4QH.

USER GROUPS

Six brand-new C64 games for 50p? Blimey. For a copy of the Magnificent Seven send 50p, an SAE, blank cassette or disc to 209 Ruskin Road, Crewe, Cheshire CW2 7JY.

New fanzine on disc, *Big Mouth Magazine.* Send international cheque for £2.70 for first issue to: Adam Wade, 13 Howard Grove, Ridleyton SA 5008, Australia.

Commodore Down Under, for a cool Australian fanzine write to: Tony Beveridge, 34 Rothbury Street, North Rothbury, 2335 NSW Australia.

Seuckers, more than 240 games plus cheap commodore 64. Bargain! List from: Seuckers, 12 Arthur Avenue, Caister on Sea, Great Yarmouth, Norfolk NR30 5PQ.

PEN PALS

Penpals to swap, games/tips. Ben Adam, 26 Alfred Street, Redcar, Cleveland TS10 3HY.

South African seeks pen pal. 5.25-inch disc drive available. Write to Pieter Van Wyk, Telkom Excelsior 9760, South Africa.

(Slightly late birthday greetings!) Happy Birthday for 24 February to Vicky Lumby in Devon. Best wishes and many happy returns from Richard Holt your Pen Pal.

Male or female pen pal wanted to swap, sell and buy Public Domain. Age 14/15 and must have other contacts. Aaron Lynn, 18 Enler Gardens Comer, Co Down, N Ireland BT23 5DS.

Male or female pen pal wanted to swap ideas and games for the C64. Jason Rage, 8b Peabody Estate, Farringdon Lane, London EC1R 3BA.

- **To swap** programs, games, utilities, demos, C64 mags. Aged 14-15. If local meet sometime. Gaz ☎ 0161 367 8451 or Paul ☎ 0161 366 5773.
- **Male/female** for C64 games/ideas. Terry Edwards, 9 Bamburgh Court, Stanney Grange, Ellesmere Port, South Wirral L65 9EL.

COMMODORE FORMAT FREE READER ADS FORM

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- Tick the box showing which section you want your ad to go in.
- Send your ad to: Reader Ads, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

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Miscellaneous ☐

Well 'ard II

Or Well 'arder. So, it's a sad pun, says Russ Michaels, but excuses himself claiming it's a fair description of this month's installment of his series on hard drives.

How fast?

For a useful speed comparison chart showing you the speed advantages of all the hardware we have bombarded you with over the last three months, send two first class stamps, your name, address and whether you use a tape or disc, to Electric Boys Entertainment Software, 917B Brighton Road, Purley, Surrey CR8 2BP.

At up to 100 times faster than a 1541, CMD hard drives are, without a doubt, the fastest disc-based storage device available for the C64/128. Connected via the serial port to a stock computer, HD series drives outperform all other serial drives. If your computer is equipped with JiffyDOS (see *CF*53), the HD delivers unbelievable speed, in most cases even outperforming older parallel interfaced systems.

When connected to the parallel port on the RAMlink the HD becomes as fast as hard drives found on newer, more expensive machines, transferring data at upto 100Kbytes/sec in 128 fast mode and over 50Kbytes/sec in 64 mode.

Compatibility

The specially designed operating system (HD DOS) gives the HD the ability to work with nearly all commercial software, fully supporting all Commodore DOS commands.

As with the FD series the HD has the ability to use partitions which emulate 1541, 1571 and 1581 drives for a level of compatibility unrivalled in other hard drive systems. And, because the operating system is stored on the hard drive itself and not in ROM, this allows you to install DOS upgrades quickly and easily without opening your drive.

The HD is simplicity itself to use. With the included TOOLS software, tasks such as sub-directories and partitions are handled effortlessly.

GEOS compatibility is accomplished easily by installing a new configure file on your GEOS boot disc. Utilities have been provided to automatically set the GEOS clock from the HD real time clock and to quickly navigate through and copy files between the partitions. Easy-to-remember commands allow you to create MS-DOS style sub-directories within partitions and other sub-directories and enable easy movement to other areas within the drive.

Another important feature of CMD hard drives is that they are designed to be part of your future computer system. HD series drives are based on SCSI and are equipped with an external SCSI port which allows them to be connected to many other types of computer such as IBMs, Amigas, or Ataris using standard SCSI interfaces.

Benefits

Keep your programs and data organised with up to 254 separate partitions and an unlimited number of sub-directories. A full set of DOS commands makes for easy movement and easy finding and viewing files anywhere on the drive.

You can, for example,:

- give your programs the ability to store more data than ever before with the extended storage capacity provided with native partitions, which can be up to 16Mb each;
- use more software on your HD with the increased compatibility provided with emulation mode partitions that accept the commands specific to the 1541, 1571, 1581 drives;
- never outgrow the HD the hard drive. It is compatible with all BBS (bulletin board systems) programs, many of which have special support features such as automatic setting of time and date, and has the ability to expand up to 4.4 gigabytes of storage space. With JiffyDOS it's the fastest BBS HD around and coupled with RAMlink it moves you into a new realm of performance;
- easily exchange device numbers with your current floppy drives using device numbers 8 or 9 by means of the unique swap button. This facility allows easy access to the HD from software with a limited device number support;
- keep track of when files were last updated with the time and date stamping, allowing you to make incremental back-ups of important data.

What about that question I'm sure you are asking: 'What do I need that much disc space for? No programs are large enough to warrant it'.
The answer is an EBES plug (so I can expect an 'Oi, Russ!' from the editor any minute now).

When you accumulate all the various applications, add-ons, PD, shareware bits and pieces that go with GEOS there is a definite use for an HD.

There are also, of course, there are the forthcoming EBES releases, whether they are games, utilities, or productivity software, all of which have HD installation options as standard as they are directed toward the US market.

As time goes on programs will get bigger, 2Mb, 4Mb, 8Mb… You are going to need that space.

Not too hard – more commands

md:directory name	make new sub-dir
rd:directory name	remove sub-dir
cd:directory name	change to sub-dir
cp<partition£>	change to partition (ASCII)
cp+chr$(partition£)	change to partition (binary)
g-p<partition£>	get info on partition (ASCII)
g-p+chr$(partition£)	get info on partition (binary)
s-c<SCSI command>	send SCSI commands to controller
t-ra	read real time clock (ASCII)
t-wa<new time>	write real time clock (ASCII)
t-rb	read real time clock (BCD)
t-wb<new-time>	write real time clock (BCD)
t-rd	read real time clock (decimal)
t-wd<new time>	write real time clock (decimal)

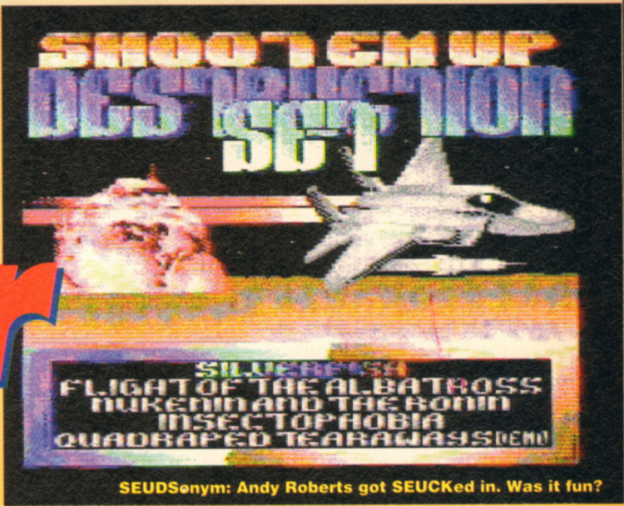
Cash course

Money, cash, spondoolicks... The subject of gripes and moans from those of you who think that GEOS (see *CF*52) is too expensive. Yes the price is higher than for the average game, but you get a lot more for your money than just a game. Compare the GEOS prices to their PC counterparts on the table below. Because, to prove a point, and give you all a bit more faith in your 64 I have compiled a comparison chart between GEOS and its applications, and Windows and its equivalent applications for the PC.

C64		PC	
GEOS system	£39.00	Windows system	£69.99
GEOwrite	(included w/GEOS)	Word	£249.99
GEOpaint	(included w/GEOS)	CorelDraw	£99.99 – £499.99
GEOfile	£39.00	Office Pro	£459.99
GEObasic	£25.00	Visual Basic	£99.99
GEOpublish	£39.00	Publisher	£69.99

Note that these PC prices do not include VAT and are based on warehouse prices so are cheaper than buying from shops or by mail order.

SEUDS Corner



SEUDSonym: Andy Roberts got SEUCKed in. Was it fun?

You know how it is, you wait for months for a decent game to arrive, and then, like buses, four turn up at once. In the first of two reviews of commercial games Andy Roberts catches Psytronic's latest SEUCK compilation.

Fragrant with the success of their previous Shoot 'em up Construction Kit (SEUCK) collection, the mighty *Archetype* and *Cops 3* (rated 76% in *CF*44), Psytronic Software have recently released a second such pot pourri.

The games were written by legendary SEUCK master Alf Yngve, responsible for *Archetype*, *Cops 3*, *Twin Tigers*, and several other classics. With Jon Wells beavering away on several different projects, the task of embellishing the games falls to Jason Kelk (*Reaxion*, Powerpack 47) and Warren Pilkington (*Quadraped Tearaways*, Powerpack46).Sounds like this one could be a winner...

SILVERFISH

SEUCK allows you to produce either static-screen or vertically-scrolling games, so how on earth has Alf Yngve managed to create this horizontally-scrolling *Silkworm* variant?

Silverfish
Silverfish

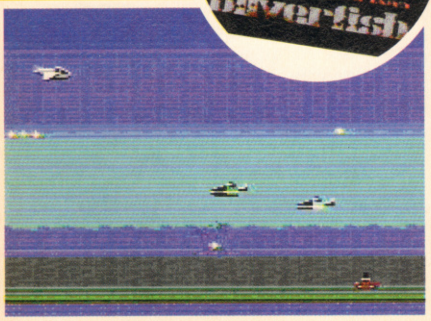
Well, with a little thought and imagination, Alf has managed to simulate horizontal motion by using enemy sprites as trees and ground-based objects – all very clever stuff. The aim of this game is to shoot everything and anything which gets in your way (something which happens frequently).

As with the aforementioned *Silkworm*, player one controls the armoured car while player two pilots the Vtol jet fighter.This allows for interesting gameplay tactics. As the armoured car can move left and right only it is up to the jet fighter to protect it from descending enemies. Likewise, the jet can only move up or down, and so you must use the armoured car to destroy any other air-based adversaries. This subtle yet cunning plan means that you can play the game in a variety of ways, either as a team or as opponents.

Silverfish is well designed, with some devious attack waves and the obligatory end-of-level bosses. However, the game seems empty at times, and some of the colour schemes are hideously garish.

In short it's inspired, but by no means inspirational.

RATING 75%

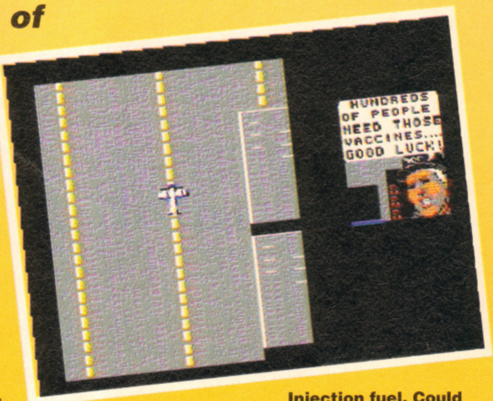


All the fun of the air. It's a car (you) and a jet fighter against the rest of the airborne world.

FLIGHT OF THE ALBATROSS

A SEUCK collection wouldn't be complete without at least one vertically-scrolling blaster, and this little beauty fits the bill perfectly.

As the pilot of the Albatross, your mission is to fly across enemy lines into the heart of the battle to deliver much needed medical supplies. It seems that the tiny Albatross is the only plane capable of making the flight so the success of the mission depends on you.



Injection fuel. Could anyone faii to respond to a mission like this?

You are the tiny one, but only you can save the mission. Ours is not to reason why...

Unlike Alf's other creations, this is a one-player game for most of the time and the playing area is much smaller than usual, too. Confused? I was.

However, from the moment you press Fire!, the imagination and talent behind the game shine through. From the comic book-style dialogue to the myriad superbly detailed and animated sprites the game begins to overwhelm and absorb.

The first section, up in the clouds, confronts you with a veritable army of enemy planes to tackle, before the action clips swiftly to the sea

Name that tune

As well as the four games, the compilation also includes a special treat for music lovers – a copy of the rare *Quadraped Tearaways* demo by regular *CF* contributor Warren Pilkington.

The six tunes from the original have been subtly tweaked, tucked, and remixed. If you liked *QuadrapedTearaways 2* (see Powerpack 46), then this demo, with nearly an hour of mellow, funky, and downright aggressive tunes to strut your stuff to, is for you.

THE SHOOT 'EM UP DESTRUCTION SET

PRICE: £3.99
FORMAT: Tape/disc
FROM: Psytronic Software, 34 Portland Road, Droitwich, Worcs WR9 7QW ☎ 01905 779274.

Flight of the Albatross
Game design, graphyx and sfx by Alf Yngve

The flying game. From the moment you press Fire! you'll be captivated, but don't forget the tissues.

where heavily-armed submarines and boats lie in wait. Inside the jungle, the action kicks into second gear, as tanks, cannons, choppers, and ground troops do their best to stop you. As you reach the mountain section, the playing area expands and player two can join in.

While the Albatross is carried through the mountain ridge by train the jeep (player two) protects the train from enemy attack – a brilliant twist. After this is a superb lightning storm and then the final section which is tough enough to make grown men weep.

Albatross is probably the best Alf Yngve game I have played. If you thought SEUCK games were dull and repetitive, prepare to eat your words.

RATING 90%

NUKENIN & THE RONIN

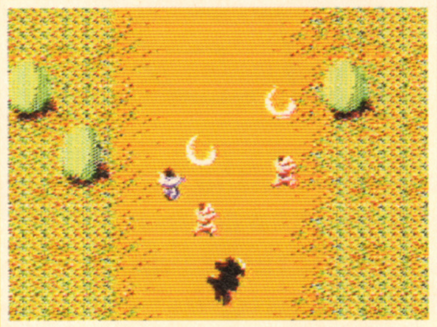
If you have played Psytronic's *Archetype*, you know what to expect: a sprawling, detailed, two-player arcade adventure with a whole host of neat touches and effects to entertain you.

The game is set in medieval Japan where our eponymous adventurers have become heroes. Taking either the role of Nukenin (a samurai), or Ronin (a ninja), you must fight your way through to the final big boss, destroying the baddies who are out to stop you.

Well, it's all for a good cause. As with *Silverfish*, each player has a slightly different control method to the other, which again adds to the playability. Being a Samurai, Nukenin is only armed with a sword, and thus has a limited combat range. To compensate for this he is very quick and agile. In contrast, Ronin the Ninja is armed with Shurikens (which have a very long range), but he moves much more slowly than Nukenin (just to even the score a little).

This relatively simple addition improves the gameplay in two distinct ways:

- in two-player mode, each player must help and assist the other in various situations;
- if you complete the game with one character, there iis the incentive to play again with the other.



Cut and dust in medieval Japan. Collecting gold or even wild flowers bumps up your score.

As you progress through the forests, villages and temples there are plenty of thugs, ninjas, and other such adversaries to stop you. Along the way our heroes can collect gold from temples, or wild flowers, for bonus points. Oh, and watch out for the collapsing floors iin the ravine!

Overall it is slick, playable, and superbly imaginative.

RATING 85%

INSECTOPHOBIA

Apart from the classic *Insects in Space* and *Bee-52*, iinsect-based games on the C64 have been rather few and far between.

The plot is simple; your house has been invaded by insects and it's up to you and a friend to stop them. Armed only with a swatter and a can of bugspray you must pulverise and pummel anything that looks vaguely like an insect.

I got so sea sick from the title screen I had to lie down, and that was before I saw any of the creepy crawlies...

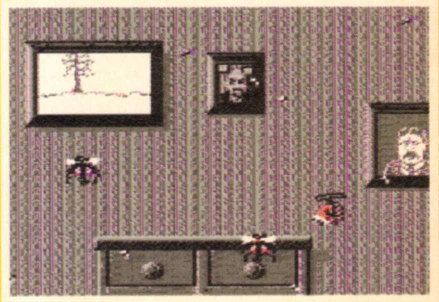
Unlike the two other insect games mentioned, *Insectophobia* doesn't take the form of a shoot'em up as such. In fact, in this game each level is based around a monochrome static screen, which animates occasionally (blink and you'll are likely to miss it!).

At the end of each level you see a huge picture of an animated bug, before you move on to the next level which looks and plays like the previous one. No, I tell a lie... It plays exactly like the previous level.

On its own, *Insectophobia* would rank as rather average and is definitely the worst Alf Yngve game I have seen. However, put it next to quality games such as *Flight of the Albatross* and *Nukenin & the Ronin*, and it begins to look like a rather feeble space filler.

Nice touches. Original. Plays like a loaf of mouldy bread.

RATING 65%



Don't buzzt a gut to get hold of this game, it can't compare with the others on the compilation.

SEUCK and SEUDS: the difference!

The *Shoot 'em Up Construction Kit* is a utility which allows people to create their own games, known as SEUCK games. Generally, the average SUECK game is, well, average, but some people, such as Alf Yngve (pronounced 'Ingoo') produce good ones. In fact, Psytronic Software have already released a compilation containing two SEUCK games. The second compilation, reviewed here, is the (witty title) *Shoot 'em Up Destruction Set.*

So, in this review SEUCK or *Shoot 'em Up Construction Kit* refers to the original utility, while SEUDS or the *Shoot 'em Up Destruction Set* refers to the compilation reviewed, stand-alone games created using SEUCK.

WIN!WIN! WIN!WIN!WIN!

Turn to page 23 NOW! You could win one of 10 copies of the Psytronic SEUCK compilation, SEUDS.

UPPERS

- **Slick and glossy presentation**
- **Detailed graphics with stunning animation**
- **Generous amounts of playability**
- **Imaginative**

DOWNERS

- ***Insectophobia* is poor compared to the other games**
- **Some sound effects are annoying**

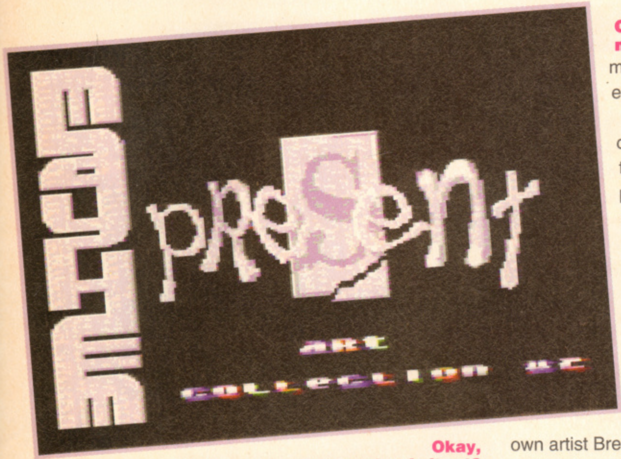
RATING 90%

NEXT MONTH

Deadline, demo-ed on Powerpack 51 is now a full game. Can Andy Roberts withstand the pressure?

PD FORMAT

Andy Roberts has done the legwork so now you can just sit back, read the latest news and reviews, and see if you agree with his ratings!



Okay, its the company name but is it art?

Digital Mayhem

We recently received a couple of discs from a group of C64 coders called Mayhem, who have a rather large axe to grind concerning the demos which graced *CF*52's Powerpack.

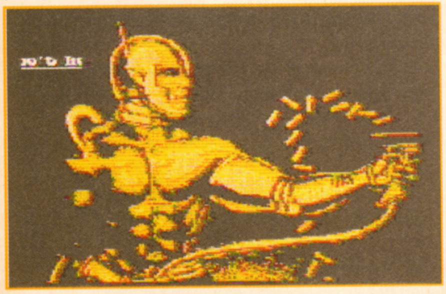
Apart from criticising the graphical quality of the digi-pictures, Mayhem also have a few less-than-kind words to say about the Electric Boys and Apex. Strong words and extravagant boasts need to be backed up with evidence. "Check out our discs!", they cried. So, with bated breath, we did...

DIGI ART 2

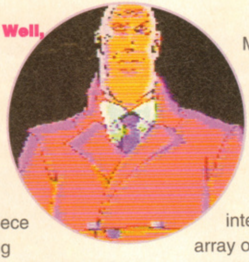
(MAYHEM)

First of all, don`t be confused by the name of this particular demo group – they bear no resemblance to that cute little dinosaur, and neither are they associated with Apex. It's just a name. *Digi Art 2* is, I presume, the sequel to *Digi Art 1*, and is basically a disc-only slideshow. After a bog-standard intro screen (complete with pictures, logos, and scrolling messages), the experience begins.

Digi Art 2 contains no fewer than 16 separate pictures, each accompanied by a piece of music and scrolling message. Thankfully, the authors have deliberately made these scrollers very small so they don't obscure the artwork. Clever stuff.



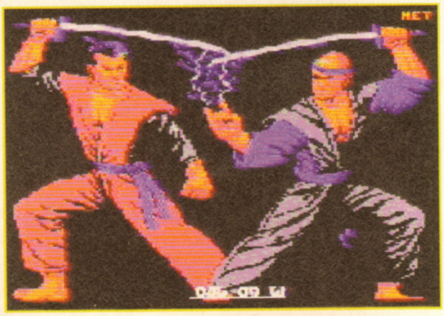
When he gets over that bad case of jaundice he'll be welcome on Gladiators. Watch out Wolf!



Collar me beautiful. Well, magenta anyway.

The picture content varies enormously and includes several hand-drawn pictures by the group's own artist Bren. However, the bulk of the artwork is digitised – converted directly from a video image.

Among the Manga artwork and classical pieces (for instance The Artist with his Wife, by Israhel Meckenem, 1485), there are several pictures converted from Amiga games. These include *XJ220*, *Car-Vup*, *The Second Samurai*, and *Premier*. The picture quality is far from perfect and the screens are usually limited in their use of colour.



Wow! Where can I get a shell suit like that pink one on the right? And as for those headbands...

Although *Digi Art 2* manages to hold your interest with a unique and sometimes amusing array of pictures, I found the music much more enjoyable than the pictures – there are some neat renditions of Yesterday, Greensleeves, and even Paul Harcastle's 19. Avid Megademo fans will glean limited appeal from this slideshow. However, if you like to kickback and relax, it's ideal.

RATING 75%

DIGI ART 3

(MAYHEM)

Naturally, a less-than-original-sequel demands the use of a less-than-original title, and *DigiArt 3* certainly has that. It bears a striking similarity to *Digi Art 2* in many respects, even down to the introduction sequence (which boasts identical logos, pictures, and scrolling messages). This third demo comprises 17 digitised pictures, each one taken from a variety of sources. The main influence this time seems to be Manga magazines, with several pictures taken from the Cool Dude comic strip.

TV and film stills also make an appearance; action shots from Robocop 2, Tiny Toon Adventures, The Flintstones (the TV cartoon, that is), Pixie and Dixie, and even a flattering shot of Chris Eubanks. The

SOMETHING OLD...

Sad news for avid PD freaks this month, as MKPD announce that they are closing their doors and packing away their discs for the last time.

Mark Kiddel, the man behind the company, has decided to retire from the PD scene, and, at his request, we have removed MKPD from our PD Format directory. Please do not write to MKPD for catalogues or software, as this will only lead to disappointment, distress, despair, and no doubt something else beginning with D.

SOMETHING NEW...

However, as one door closes another opens, and this month sees another addition to the already extensive range of PD Libraries...

Gordon McDonagh is the driving force behind Mega Mania PD, and aims to supply quality PD software to the masses (albeit on disc only). Mega Mania PD is based in Northern Ireland and, by our reckoning, is the second PD library to emerge from the Emerald Isle (the first being PLPD, as revealed in *CF*52). If you want to get hold of a catalogue, send a blank disc and an SAE to Mega Mania PD at the address listed in the PD Format Directory overleaf.

Face the facts: you've got a nose like Michael Jackson but not his money.

Stone wheels sure make a mess of hedgehogs.

creators have even managed to include a couple of pictures from other consoles, such as the title screen from *Robocop vs Terminator* (Megadrive) and *World Heroes* (Neo Geo).

Digi Art 3 is not significantly different from its predecessor, indeed the picture quality, at times, is almost unbearable. However, the music quality is, once again, excellent. My favourites being Last Christmas, the title tune from Jack the Nipper, and the Teddy Bears Picnic (*are you feeling all right, Andy? – Ed*).

I found myself enjoying the music more than the pictures – not exactly the best advertisement for an art slideshow! Nevertheless, connoisseurs of fine C64 art and music should find it entertaining enough.

RATING 75%

DIGI ART 4

(MAYHEM)

Following on from *Digi Art 3* (as if you haven`t guessed already), this fourth installment contains another 16 digitised pictures from various sources, each one accompanied by a lengthy piece of music.

After finishing *Digi Art 3*, the creators must have caught the Manga bug, as most of the stills in this particular demo come from the Manga comic books, specifically X-Men and Dominion Tank Force. If you're not in to comic books there are other pictures to keep you amused, including a gorgeous portrait of Annie Lennox, and even a digitised shot of a Mickey Mouse mouse mat.

Ooh! I like a man with blue eyes. But blue eyebrows, too?

The picture quality improves on the previous two Digi demos, which is mainly because most of the comic book images are relatively simplistic. There is, thankfully, a distinct lack of hand-drawn artwork in the demo, which can only be a good thing as they were generally weak and unrealistic (especially alongside the digitised stills). The music, too, is better than before and includes some very nice tunes, such as the theme from Cobra, Das Boot, and the Last Ninja.

Digi Art 4 scores no points for originality nor concept, and it's a little tiresome to keep pressing the space-bar to load each section. To add insult to injury, my review copy refused to load on several occasions – not exactly the best way to get on my good side. However, the whole package made much more of an impression on me than its forerunners.

RATING 80%

DIGI ART 5

(MAYHEM)

Although this latest installment of the Digi Art saga offers nothing new in the way of originality, the picture quality is generally better than before, and most of the images are instantly apparent. However, don't be fooled into thinking that the Mayhem group have set new standards for the C64 – the pictures, although excellent, are far from being the pinnacle of digitised graphics.

Okay, okay, I'll give you a good review.

The actual format of the slideshow is much the same as the other Digi slideshows, each section consisting of a picture and music. As a bonus, each section also has an introduction screen rather than an overlaid scrolling message (which did prove to be more than a little distracting).

In terms of content, *Digi Art 5* has a little more variety than its Manga-based prequel. However, having said that, the X-Men do make a couple of appearances. Most pictures, however, are based on artwork from classic C64 games, such as *Star Wars*, *Renegade*, *Rambo 3*, *Afterburner*, *Gryzor*, and a still from the SNES game *Stunt Race FX*. As you might expect, *Digi Art 5* is the best in the series, even if it contains fewer pictures than the other four demos.

The presentation is above average, the music astounding in places, and the whole experience is enjoyable and relaxing. If you only manage to get hold of one Digi Art demo, make sure it's this one.

RATING 85%

OUR SURVEY SAYS...

There's no doubt that the *Digi Art* series is an impressive collection of artwork, with some stunning music to boot. However, it certainly isn't the best artwork I have ever seen on the C64 (indeed some of the pictures are, despite the author's boasts, worse than those on PowerPack 52!). Nevertheless, the Digi Art series did make an impression, and I look forward to seeing the next production from the Mayhem group (called, would you believe, *Digi Art 6*).

Be warned that *Digi Art 4* and *5* were sent to *CF* exclusively, so some PD libraries may not have them iin stock yet. We recommend that you check before you order.

PD Format Directory

Unless a particular piece of software is exclusive to a library, we never recommend a company to buy your PD software from. That's because PD software is free and most libraries should have all the latest software in stock. To make the choice easier for you we go to unparalleled lengths each month to compile this, the PD Format Directory, making it surely the most up-to-date public domain guide

If you have never ordered PD software before write to a few libraries enclosing an SAE and asking for a recent catalogue.

Some libraries only stock disc-based software, so state whether you own a disc drive. To make it easier for you, we specify whether the companies stock tapes (T) or discs (D). Look for the symbol after the company name.

If you run a PD library and can't find your company listed here; if you have discovered some software you think we should know about; or even if you are a PD programmer with a new demo to share with the world, write to us at:

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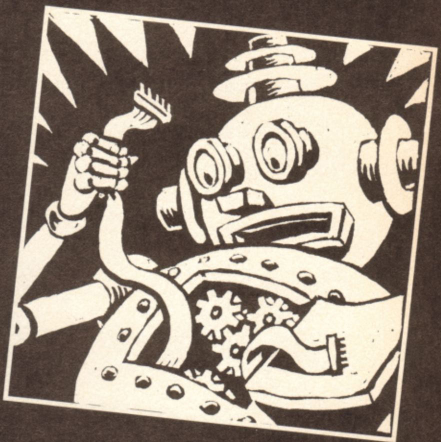
Mid Glamorgan CF44 6DG

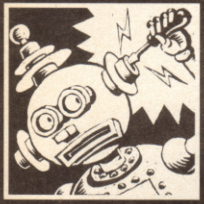
NEXT MONTH

Nothing in life is certain. There are few solid facts. Cast iron, concrete actuality can be hard to track down. So, next month we (hopefully) chat to (probably) some of the greatest C64 musicians around at the moment. With any luck. Almost definitely. (*I think we get the point – Ed.*)

TECHIE TIPS

All washed up? Does your C64 seem a bit of a beach? Out of your depth? Don't panic! Your CF technical lifeguard Jason Finch is perched at the poolside ready to wade in to your rescue.





DISC DILEMMA

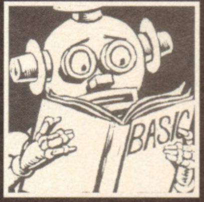
1 If I purchased a 1541 MkII disc drive would it be possible to load the 1541 discs on to a Commodore PC and other PCs?

2 Could you please tell me what the full memory capacity of a standard 5.25-inch disc is?
Adam Salisbury, Bridgnorth

1 It would not be possible to connect the 1541 to the PC directly. The 1541 is a drive that was designed specifically for use with the C64 and, therefore, it cannot be plugged into other machines and still function as intended. However, there is a special lead available, and software for PCs, that allows a 1541 to be hooked up so that discs can be read without problem. All PCs have built-in disc drives anyway so unless you specifically need to transfer C64 files to the PC then this sort of compatibility is not something to worry about. Also bear in mind that programs written on the C64 won't work on the PC unless you are running a C64 emulator.

2 When formatted on a 1541 disc drive, a 5.25-inch disc gives you 664 blocks free. This does not include track number 18 which is reserved for holding the directory information. Each block, or sector, can hold 256 bytes of information and therefore the total capacity is 166K. However, if you are storing normal files on the disc, each block also needs to know where on the disc it can find the next bit of the program.

Therefore there are only 254 bytes for storage in most sectors. This reduces things down to around 164.7K.

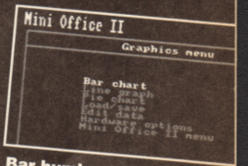


ALL AN ILLUSION

1 I use a Centronics printer with the word processor *Mini Office 2*. However, it is not very good because it doesn't print things exactly as you see them on the screen. If I got a proper C64 printer would it print exactly as it is on the screen, or would it be the same?

2 Do you need a special printer to

MIni Office: you put in the layout commands.



```
Mini Office II
                    Graphics menu

        Bar chart
        Line graph
        Pie chart
        Load/save
        Edit data
        Hardware options
        Mini Office II menu
```

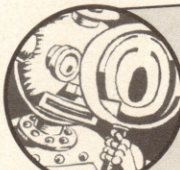
Bar humbug! Not WYSIWYG but Mini Office has its uses.

FLICKER FIXER

I have enclosed a program which is supposed to be a machine language version of the vertical scroller in *CF*41, but it flickers even more than the BASIC version! What am I doing wrong?
Danny Tod, Didcot

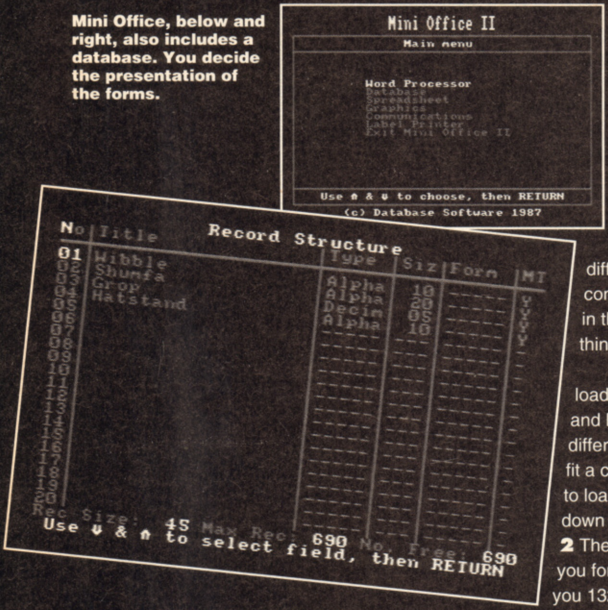
The BASIC version, and its machine language equivalent, will never be perfect so far as vertical scrolling is concerned, because of the problems with timing. You must ensure that you do not scroll the display while the computer is still drawing it on the screen – something that is done 50 times every second – and you need to insert a small loop which waits for it to finish.

I usually call this sort of thing RASTWAIT because it is the raster scan line you are waiting for. Because it's pretty nifty as an example, I've included your listing here. The addition of the RASTWAIT loop should mean that there is no flickering.



```
1000 *=49152
1010 ;
1020 START ;
1030
LDA $D011
1040 AND #$F7
1050 STA $D011
1060 LDX #$00
1070 LDA #$11
1080 LOOP1 ;
1090 JSR $FFD2
1100 INX
1110 CPX #$18
1120 BNE LOOP1
1130 CLC
1140 LDA $D011
1150 AND #$F8
1160 ADC #$07
1170 STA $D011
1180 ;
1190 PRINTMESS ;
1200 LDA #$43
1210 JSR $FFD2
1220 LDA #$46
1230 JSR $FFD2
1240 LDA #$0D
1250 JSR $FFD2
1260 COUNTER ;
1270 LDA #$00
1280 STA $FC
1290 ;
1300 LDX #$07
1310 SCROLLOOP ;
1320 TXA
1330 STA $FC
1340 LDA $D011
1350 AND #$F0
1360 ADC $FC
1370 LDY #$00
1380 RASTWAIT ;
1390 CPY $D012
1400 BNE RASTWAIT
1410 STA $D011
1420 JSR TIME
1430 DEX
1440 CPX #$00
1450 BNE SCROLLOOP
1460 JMP PRINTMESS
1470 ;
1480 TIME ;
1490 LDY #$00
1500 TYA
1510 STA $FB
1520 TIMELOOP ;
1530 INC $FB
1540 LDA $FB
1550 CMP #$00
1560 BNE TIMELOOP
1570 INY
1580 CPY #$1C
1590 BNE TIMELOOP
1600 RTS
```

Mini Office, below and right, also includes a database. You decide the presentation of the forms.



```
Mini Office II
Main menu

Word Processor
Database
Spreadsheet
Graphics
Communications
Label Printer
Exit Mini Office II

Use ↑ & ↓ to choose, then RETURN
(c) Database Software 1987
```

```
No Title      Record Structure   Type   Siz Form  MT
01 Wibble                        Alpha  10  ----  Y
02 Shumfa                        Alpha  20  ----  Y
03 Grop                          Decim  05  ----  Y
04 Hatstand                      Alpha  10  ----  Y
05                               -----  --  ----  -
06                               -----  --  ----  -
07                               -----  --  ----  -
08                               -----  --  ----  -
09                               -----  --  ----  -
10                               -----  --  ----  -
11                               -----  --  ----  -
12                               -----  --  ----  -
13                               -----  --  ----  -
14                               -----  --  ----  -
15                               -----  --  ----  -
16                               -----  --  ----  -
17                               -----  --  ----  -
18                               -----  --  ----  -
19                               -----  --  ----  -
20                               -----  --  ----  -
Rec Size: 45   Max Rec: 690   No. Free: 690
Use ↓ & ↑ to select field, then RETURN
```

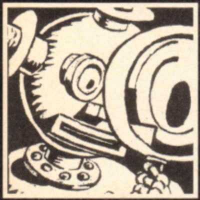
print out the different fonts when using *GeoWrite* and other GEOS software?
Greg Shepherd, Northampton

1 No, it is the word processor that is the problem and not necessarily your printer. There is an abbreviation that is used to describe some word processors: WYSIWYG. This stands for What You See Is What You Get. Obviously this means that whatever appears on the screen is exactly what you see when it is printed out.

Mini Office 2 is not a WYSIWYG word processor. You have to put in your own layout commands using embedded instructions which can get a bit complicated at times until you know what you are doing. Getting a proper C64 printer won't necessarily cure the problem. Getting a WYSIWYG word processor (such as *GeoWrite*) probably will.

2 Again, it's a negative, Captain. You don't need a special printer; you just need to ensure that a printer driver exists for your printer.

A printer driver is a bit of software that tells *GeoWrite* all about your printer. *GeoWrite* uses the graphics mode of a printer to display fonts as a series of patterns of dots. Therefore you can get any height and any style of text that you desire; your printer thinks it is printing graphics and not text.



READY, STEADY, NO GO!

1 Way back in 1983 I had a Commodore 16 and loved playing games on it. But in 1990 I upgraded to a C64. Could you please tell me how I load in my old C16 games on my C64?

When I try to do this I get an error message. I find it very confusing because on the C128 you just type in GO64 and then it loads C64 games. However, what command can I use to achieve this on the C64?

2 Is there a command for my disc drive (1571) to enable me to load or read the other side without turning it over?
M Donovan, Batley

1 The C128 was designed in such a way that it could go into 'C64 mode' by doing one of a number of things; entering GO64 is just one of them.

The C64 does not have the same function built in to allow it to 'become' a different computer. Therefore, there is no command that makes your C64 think it is a C16 in the same way that a C128 can be made to think that it is a C64.

The reason you get errors when you try to load the games is because the built-in SAVE and LOAD functions of the two computers are different. Figuratively speaking, you are trying to fit a circular shape into a square hole, well, trying to load a C16 program into a C64. But it boils down to the same thing – it just isn't going to work.

2 The 1571 is indeed a double-sided drive. When you format a disc it formats both sides and give you 1328 blocks free instead of 664. But that's only when it works out that it is plugged into a C128. If you are using it with a C64 it reverts back to 1541 mode. This is of course unnecessary and a complete pain. The commands:

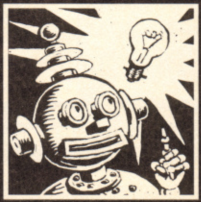
```
OPEN
15,8,15:PRINT#15,"U0>M0":CLOSE 15
```

and

```
OPEN
15,8,15:PRINT#15,"U0>M1":CLOSE 15
```

may work on some models of 1571 to switch between 1541 mode (M0) and 1571 mode (M1).

I recommend that you at least give it a whirl and see what happens!



PEST CONTROL

1 I have recently received the *Advanced Art Studio* and the mouse that came with it is fine except it won't allow me to type certain characters.

Can I solve this problem without having to keep disconnecting the mouse?

2 How can I print out the lists of my programs?

3 Is there any way I could make my programs load automatically when I turn the computer on with the disc in it?
Andrew Cox, Bath

1 Not if the mouse is plugged into joystick port one… Port one is directly connected to some of the same bits of internal wizardry that the keyboard is connected to. Therefore, when you move the mouse the computer also thinks you are pressing some of the keys. It also thinks you are pressing down some keys when the mouse isn't moving and so doesn't register others.

This can also happen occasionally when it is in port two but that is rarer. You have to keep disconnecting your mouse. Sorry.

2 If you mean listings of BASIC programs, you do

```
OPEN 4,4:CMD4:LIST
```

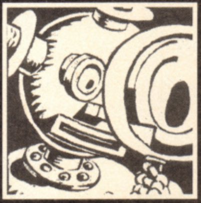
and then

```
PRINT#4:CLOSE 4
```

when it has finished.

However, if you mean how do you print out directory listings of the programs on a disc, you first do `LOAD"$",8` and then follow the `OPEN4,4` business.

3 Not on a C64. You can put a 'boot sector' on to discs that are to be used on a 1571 disc drive with a C128 but unfortunately this useful facility isn't supported by the C64.



A STAR IS BORN

I was browsing through second-hand book shops and I came across The Commodore 64 Games Book by Clifford and Mark Ramshaw, published by Melbourne House.

I typed in the Chexsum program that they give and when I finished I typed RUN. However, all I got was a syntax error in 62000.

I have enclosed a copy of the program; have I done something wrong or is there an error in the program listing in the book?
S Raymond, Weston-super-Mare

You have done something wrong, I'm afraid.

Although your query is very specific and not really related to anyone else I thought I would print it anyway: it's an ideal opportunity to reiterate the point about referring to locations in memory using a thing called a vector.

It is a bit complicated at first, but a vector is a pair of 8-bit bytes (in the range 0-255) that are combined into one 16-bit address (0-65535) using the formula A=HI*256+LO. The values of HI and LO are the two 8-bit bytes; the high byte and the low byte.

You entered line 62000 of the Chexsum program, and maybe others did too, as

```
62000 T=PEEK(62):256+PEEK(61)+1
```

which is wrong. The colon should be changed into a star. The asterisks in the book do look like colons, I agree, but the line should read:

```
62000 T=PEEK(62)*256+PEEK(61)+1
```

This line is reading in a vector to find out an address. It is the computer equivalent of saying that 74 is actually 7*10+4. But we all know that computers work in powers of 2 and not 10. Or do we? Maybe not. Anyway, that is the problem.

You should also correct the colons in lines 62020, 62130 and 62135 of your program.

That sinking feeling?

Don't go under, go for a pen and a stamp to send your questions to Techie Tips, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW or e-mail us at cf@futurenet.co.uk putting 'Techy tips' in the subject line. Please note that there is no-one in the *CF* office who can help with telephone enquiries. We can only answer queries through the pages of the magazine.

JiffyDOS

WIN! WIN! WIN! WIN!

...And be quick about it!

Show your C64 you care! Treat it to an upgrade. *JiffyDOS* (see review in CF53) is a replacement chip set for your Kernal ROM and DOS ROM. It speeds up the disc access of your C64 or C128 and offers multiple drive support for speeding up 1541, 1571, 1581 in 128 mode. *JiffyDOS* usually costs between £29 and £42 (depending on the type of drive you have) but the Electric Boys are offering one lucky reader a free upgrade with *JiffyDOS* and free installation!

Just tell us (on a postcard, back-of-an-envelope or by e-mail) from which country the *JiffyDOS* originates. Here's an anagram as a clue!

SAIMIED TAUNTER FOCATES

Write to: In a Jiffy, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW or cf@futurenet.co.uk before Friday, 12 May 1995.

For more information about *JiffyDOS* and other C64-related hard- and software contact Electric Boys Software Entertainment, 917b Brighton Road, Purley, Surrey CR8 2BP ☎ 0181 668 7595.

SEUCK

WIN! WIN! WIN! WIN! it and see!

Alf Yngve is known not only for his outlandish-looking name but also for his out-of-the-ordinary talent for producing imaginative SEUCK games. The latest creation from Alf is the *Shoot 'em Up Destruction Set*, a compilation of no fewer than four games in one. CF reviewer Andy Roberts gave the Set 90% (see page 17) and particularly liked the presentation, the detailed graphics, the stunning animation and the playability. Available on both tape or disc the set retails at £3.99 but we have 10 to give away!

Simply tell us what SEUCK stands for

(hint: see the review on pages 17-18) and send your answer on a postcard, back-of-an-envelope or via e-mail to: Here's to SEUCKcess, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW or cf@futurenet.co.uk before Friday, 12 May 1995.

For further information on this compilation or other Psytronic Software products contact Psytronic Software, 34 Portland Road, Droitwich, Worcs WR9 7QW ☎ 01905 779274.

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CF38 Power Pack games: *Lifeforce, Freddy Hardest, Jailbreak.* Demo: *Mayhem In Monsterland.* Gamebusters: *The Simpsons, Nebulus, Suburban Commando, Castle Master, Game Over, Nobby The Aardvark, SF 2, Bee 52.* Review: *Mayhem.*

CF39 Power Pack games: *Freddy Hardest Part 2, Deep Strike, Volcan, Robber.* Gamebusters: *Simpsons* (yawn), *Nebulus, Suburban Commando, Castle Master, SF2, Nobby.* Reviews: *Lemmings.* Special: The Apex Boyz.

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CF44 Power Pack: *Carnage, Mayhem Mega MIx Part 1.* Gamebusters: *Mayhem, Nobby, Future Knight.* Reviews: *Penguin Tower, Archetype, Time Crystal.* Specials: Making music, PD library list, diary of a game: 10th Dan.

CF45 Power Pack: *Repton 3, Speech* (synthesiser), *Mayhem MegaMix Part 2*, 6510+ Assembler. Gamebusters: *Stormlord, Nobby, Mayhem.* Specials: Multi-player games, Electric Boys interviewed, how to draw better graphics.

CF46 Power Pack: *Bonecruncher*, Complete level of *Mayhem, Quadraped Tearaways* music demo. Gamebusters: *Mayhem, Stormlord, Wizball, Carnage.* Reviews: *Squarescape, Escape From Arth, Wilberforce.*

CF47 Power Pack: *The Legend of Sinbad, Reaxion, Mean Machine* demos. Gamebusters: *Sleepwalker.* Previews: loads of new games from Germany, including *Super Nibbly* and *Lords of the Universe.* Special: the best puzzle games for the C64.

CF48 Power Pack: *Tilt (CodeMasters), City Bomber demo, Repel, Wizard's Pet..* Gamebusters: *First Samurai.* Reviews: *Lions of the Universe, Bobix, Super Nibbly.*

CF49 Power Pack: *Fantasy World Dizzy, Penguin Towers demo.* Gamebusters: *Legend of Sinbad.* Features: What C64 products you should spend you £64 on; How to create new colours. Review: *Fred's Back 3.*

CF50 Power Pack: *The Original Dropzone, Heavenbound* demo, plus *Chaos* and *Galaxians.* Gamebusters: *Wizard's Pet, Cool World* and *Tilt.* Reviews: *Heavenbound, Cashman Compilation* and *Zzzz.* Special feature: Top 50 games.

CF51 Power Pack: *Steg the Slug, Deadline* demo, plus *Multihack.* Gamebusters: *Dizzy* Previews: *Amorphous & Mega Force.* Special feature: C64 Vs The World.

CF52 Power Pack: *Mega Force, PD Extravaganza* Gamebusters: *Dropzone* player's guide Special feature: GEOS.

CF53 Power Pack games: *Mind Maze, Darkest Road* Demo: *Bee 52 , Artris* Special feature: Sshh! Listen – the *CF* guide to making noise on your C64.

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